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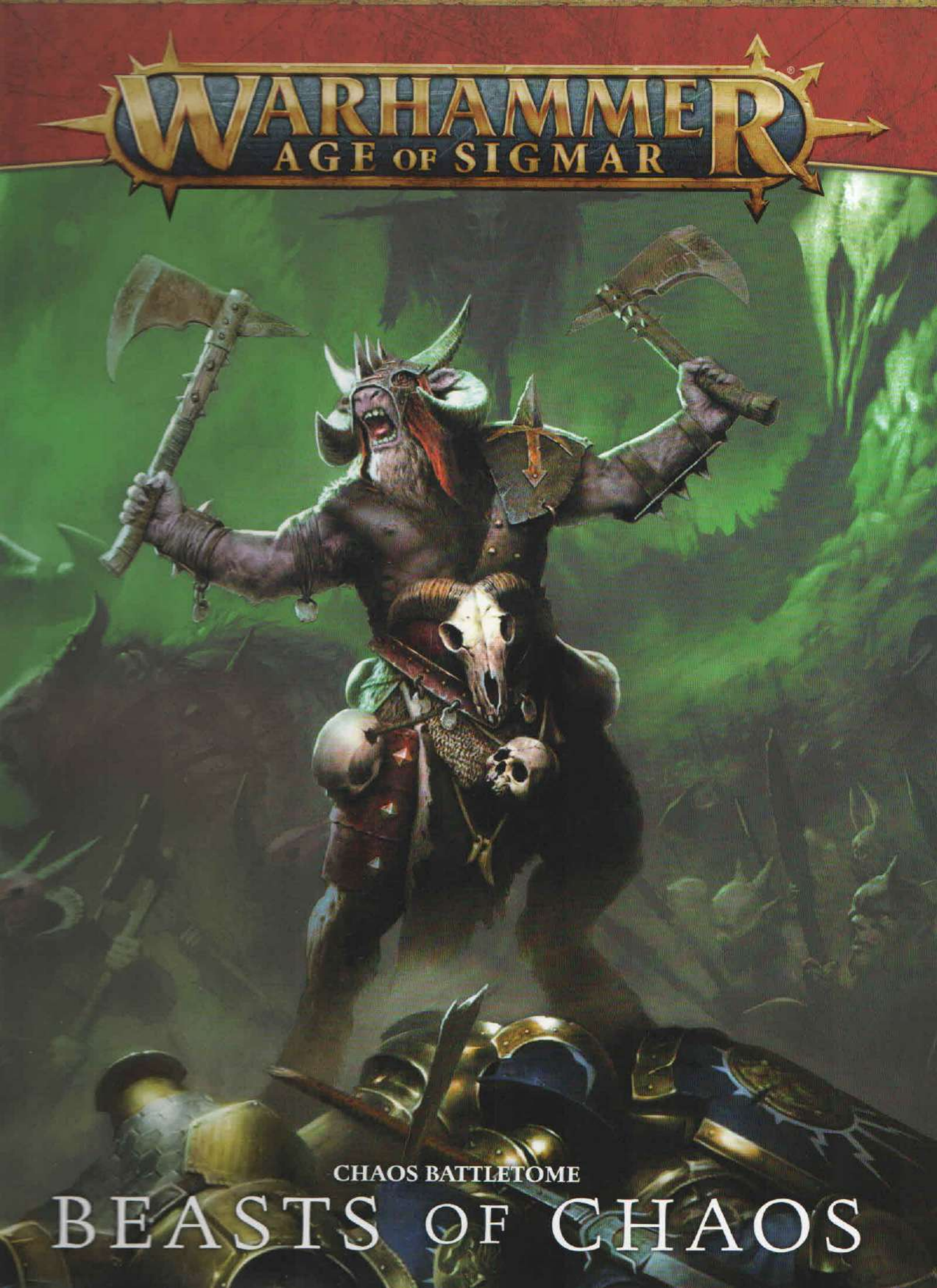

CHAOS BATTLETOME

BEASTS OF CHAOS

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'Forests ours. Deserts ours. Realms ours. Time to teach invaders this. We will slaughter weakling no-horns. We will cut their throats. We will wear their skins and crush their bones to powder. When the blood moon rises, then we hunt!'

- Great Bray-Shaman Haghrak Splithorn of the Allherd

THE NATURE OF THE BEAST

Born enemies of civilisation, the Beasts of Chaos are savage creatures that wish only to mutilate, butcher and despoil. They seek to return the Mortal Realms to a state of primal anarchy, where the mighty rule and the weak are nothing but prey.

The first thing one hears is a blood-chilling howl as a thousand ragged and bestial voices join as one. This dreadful baying grows louder and louder and is soon joined by the deafening pounding of hooves. Hurtling out of the darkness comes a vast throng of unwashed bodies, countless horned killers with madness in their bloodshot eyes led by brawny warlords and wizened shamans whose every utterance summons forth a storm of corrupting magic. As these rabid gor-kin launch themselves at their prey, spittle flying from their yellow-fanged mouths, larger shapes come thundering behind them – grotesque monsters from the darkest folk tales, eyes glittering with anticipation for the slaughter to come.

With such unrestrained hatred do the Beasts of Chaos fall upon their foes, exulting in every cloven skull and shattered spine, hacking away with their crude axes until the battlefield is a gory tableau of ruptured corpses. The luckiest of their foes die in that initial orgy of bloodletting. Those less fortunate are dragged away screaming, destined to meet a slow and torturous end at the foot of a gore-spattered herdstone.

Even if they are bold enough to suppress it, all sensible mortals harbour a primal fear of the wilderness, those vast and unconquered territories where the light of progress is swallowed up by the sheer immensity of the rough-hewn surroundings. That fear is justified. It is out in the untamed wilds where the Beasts of Chaos dwell. Their very countenance inspires dread amongst those who look upon them, for they are a dark mirror of humanity – a terrible glimpse at the savagery and feral cruelty that lurks at the heart of all living beings. They are the embodiment of anarchy and the heralds of ruin, desolation and debasement; they are true children of Chaos.

The faces of gor-kin – the most numerous of the beastmen – are typically elongated and sloped in the manner of herdbeasts, with beady, cruel eyes, jutting teeth and ridged horns that protrude from the forehead. Their bipedal bodies are wrapped in corded muscle, their flesh is covered by a layer of matted fur from the waist down, and they have cloven hooves where a man's feet would be.

Hideous as these beastmen are, there are far more grotesque creatures lurking in the filth-strewn hovels of the Beasts of Chaos. Hulking, bull-headed monstrosities can be found alongside half-equine barbarians and lolloping, slime-dripping behemoths that hail from the maddening extremities of the realms. Horned and tattooed gargants slobber and howl as they brawl with four-armed titans with bovine heads. When not raiding and slaughtering, this cavalcade of horrors indulges in deranged bacchanals – festivals of violence, drunkenness and gluttony that always end in gory sacrifice.

The Beasts of Chaos can survive almost anywhere. Their leathery flesh is toughened by an existence of unbelievable hardship, and their coarse fur provides protection from extremes of heat and cold. More than this, they are creatures of Chaos, and as such, there is no uniformity to their physical appearance, which varies greatly from region to region. Some gor-kin have avian heads or backward-jointed limbs that allow them to traverse steep terrain with ease. Others have writhing pseudopods where their arms should be or compound eyes like those of corpse-flies. There are even accounts of ocean-dwelling beastmen with the heads of sharks, their bites strong enough to crack the hull of a Freeguild steamship.

All of these disparate specimens are united by a need to crush and kill anything that does not adhere to their crude vision. Their greatest desire is to transform the realms into a blood-drenched hunting ground in which the civilised races are reduced to helpless playthings for the beastmen's vile amusement.

PRIMEVAL ORIGINS

There are almost as many stories and legends regarding the origins of the Beasts of Chaos as there are stars in the sky. Tribal shamans, Azyrite scholars and duardin stone-speakers all have their own theories. Some believe that the beastmen are simply a race of degenerate beings native to Ghur, nothing more than the realm's inherent savagery given form in flesh and fur. Others insist that, at some distant time, they were once men and women, civilised people who entered into a terrible pact with the Ruinous Powers to ensure their dominance of the wilderness and, in turn, were transformed into animalistic monsters.

The Beasts of Chaos do not typically trouble themselves with lofty matters of theology, but they do maintain a few of their own crude myths of creation, kept alive by the Great Bray-Shaman seers. Many gor-kin worship an entity known as the Gorfather or the Sire of Ruin, who long ago made the entirety of the Mortal Realms his hunting ground. They believe that all of their kind descend from this sole ancient progenitor, and they continue to honour his dreadful legacy through acts of desecration and rampant propagation. Others venerate the being known as Morghur, the Great Devolver. This protean entity once haunted the wilds of the World-that-Was, spewing corruption across the lands, and now his essence has spread through reality to infect the Mortal Realms. His worshippers seek to reduce all existence to a morass of primordial ooze, thereby joining as one with their formless master.

Whatever the truth of their origins, the Beasts of Chaos are united in their belief that they were the first to lay claim to the Mortal Realms and that it is theirs by right to despoil and corrupt as they see fit. To the beastmen, humans, aelves and duardin alike are nothing more than invaders to be hunted and slain without mercy.

THE BRAYHORNS BLARE AND THE HUNT BEGINS

UNNATURAL ORDER

The beastherds obey no master but the unbridled anarchy of Chaos. They are eternal foes of order and civilisation, for these fragile mortal concepts are nothing more than the pathetic illusions of weaklings that seek to deny the true and savage reality of existence.

The Beasts of Chaos have existed since the dawn of the Mortal Realms, long before the first human scholars committed their words to paper. The beastherds thrived in those ancient times, surging forth at will to butcher the disorganised and primitive inhabitants of the realms, whose mud huts and nomadic camps provided meagre sanctuary against the fury of the wilds. Few legends survive from those dark days, save those scrawled upon cave walls; these images depict horned men cavorting beneath gigantic totem-stones draped with the skins of their victims and indulging in orgiastic feasts of butchery and torture. One can only imagine the horrors that befell the scattered peoples before Sigmar the God-King arrived to save them, transforming the disparate tribes of humanity into a powerful empire over the course of just a few centuries.

The God-King's coming was an utter disaster for the Beasts of Chaos. Suddenly, they found themselves facing a foe united behind a symbol of strength and resolve. Grand armies were raised and sent against them – grim companies of warriors clad head to toe in gleaming metal and wielding weapons that spat fire and lead. Arcane war machines burned hundreds of gor-kin to cinders, while spellcasters ravaged the herds with storms of devastating magic. Wherever the mightiest bestial lords arose to challenge this new order, they were defeated, their skulls crushed by Ghal Maraz and their armies sent fleeing into the wilderness. Nevertheless, the beastherds were not wiped out, despite the best efforts of Sigmar's folk. Routed gor-kin disappeared into the vastness of the Mortal Realms, retreating to the hinterlands to lick their wounds. Here they would dwell for many centuries, venturing out on occasion to slake their thirst for slaughter. Many efforts were made to root out the Beasts of Chaos once and for all, and thousands upon thousands were put to the sword, their squalid lairs burned and their sacred herdstones torn down. Yet the beastmen proved skilled at evading their persecutors, and their natural hardiness and adaptability allowed them to survive in even the most lethal environs. And so the Beasts of Chaos endured throughout the Age of Myth, all the while nursing their bitterness and hatred of the God-King and the so-called 'civilised' folk who had driven them into the darkness.

DARK PARADISE

Mighty as it was, Sigmar's grand empire could not last forever. Ultimately, it would be torn apart from within, brought low by raging mortal passions and emotions that opened a breach through which the Dark Gods of Chaos could project their will. Soon their daemon hordes spilled into reality, setting upon the cities of the God-King in a sulphurous tide, killing and torturing any living thing that fell into their clutches. Scenting blood on the wind, the Beasts of Chaos came pouring out of their lairs to take out their vengeful fury on the doomed citizens of Sigmar's dying civilisation.

To the beastherds, the Age of Chaos was a time of glory like no other in their history. Even their era of dominance prior to Sigmar's arrival could not compete with the joy they felt in taking their revenge upon the city-dwellers who had kept them subjugated for so long. Those who did not flee before their rampages met a terrible fate, crushed underhoof or burned and mutilated. Where once stood proud kingdoms, each a shining testament to reason and progress, now there were only gore-splattered wastelands, choked by ash and dust and strewn with the toppled statues of vanquished heroes. As the decades passed into centuries, it seemed the orgy of defilement would never end.

Yet the wheel of fate is ever turning. In his domain of Azyr, the defeated God-King Sigmar was already amassing an army whose sole purpose was to reclaim the Mortal Realms from the grip of the Ruinous Pantheon. The Stormcast Eternals thundered forth from the Realm of Heavens, and finally the rampages of the greatfrays were met with furious resistance. Entire beastherds were either scattered or slaughtered in a series of brutal engagements. The heavenly hosts seized traditional stalking grounds as well as the mystical realmgates that had once allowed the Beasts of Chaos to migrate to new lands in their search for victims. Despite these defeats, the beastherds were not cowed. Swollen with strength and arrogance after hundreds of years of unrestrained brutality, they welcomed these new foes; to them, the Stormhosts were the embodiment of Order – ultimate targets for their hatred that must be shattered with axe and horn.

NEW HUNTING GROUNDS

It has been many years since the God-King's armies returned to the realms. Free cities have sprung up, their populations numbering in the hundreds of thousands in a matter of decades. Sigmar now rules over a swathe of territories; bound together by fragile links of trade and magical energy, these are protected by well-equipped mortal armies as well as the mighty Stormhosts. Yet as impressive as these holdings are, they are but a drop in the ocean when compared to the sheer immensity of the wilds beyond. This is the domain of the Beasts of Chaos, and they lurk there still, eyeing the intrusions of civilisation into their corrupted herd-lands. Snaking columns of Dawnbringer crusaders venture out from the walls of the free cities with increasing regularity, flanked by Freeguild companies of rifle-wielding Outriders or plumed Greatswords. Often, these convoys can march for days through the wilderness, encountering nothing more than the odd ravenous predator. Others are not so fortunate. Crusading Dawners feel a trickle of cold sweat running down their backs – the icy chill of a prey-beast that knows it is being hunted. Perhaps they hear the thump of hoofbeats hurtling through the brush around them, or maybe they catch the gleam of slit-pupilled eyes in the darkness beyond their campfires. They might even stumble upon the ripped-apart remains of missing comrades, left draped across stones and trees.

Rising paranoia soon crystallises into terror as the maddening sound of brayhorns fills the air and a mass of howling figures descends upon them. All Dawners know that it is better to die fighting until the last than to be snatched away by gor-kin; gruesome sacrifice is central to the culture of the beastherds, for each soul delivered in agony to Chaos empowers them, granting gifts of mutation and unnatural might.

MAN SHALL BECOME BEAST

WAY OF THE BEAST

The world of the beastmen is one of anarchy and degradation, and its central pillar is the belief that the mighty should always dominate the weak. These creatures embody the basest primal urges of mortal beings: to slaughter one's foes, to despoil that which they revere and to take cruel gratification in the act.

The Beasts of Chaos have a unique relationship with Chaos, the primordial force that exists beyond the physical plane. Unlike many warriors of ruin, they have not bargained away their souls in exchange for power, nor have they fully sworn themselves to the Dark Gods – those malign entities that dominate the majority of the Mortal Realms. Though the destruction wrought by the Ruinous Pantheon is to be respected, most beastmen believe these so-called deities to be nothing more than powerful beings that have trapped themselves on a narrow and confining path, thereby denying themselves the pure freedom of Chaos.

In return for their offerings, the Dark Gods demand unwavering servitude, and this chafes at the hearts of most beastmen. Though many gor-kin might grovel before the hooves of a Beastlord or Doombull, this instinctive deference is a temporary bargain; not even the mightiest greypelt will live forever, and it is only right and natural that one day their throat will be torn out by a rival who will then take their place. There can be no such hope of casting off the Dark Gods' leash once it has settled around one's neck. To accept such humiliating subservience is anathema to the wild spirits of the Beasts of Chaos, to whom nothing is more glorious than innate strength and the freedom to indulge their demented urges however they wish.

This is not to say that the Dark Gods do not covet the anarchic souls of beastmen or that the creatures are immune to their temptations. The gods observe the destructive rampages of the greatfrays with keen interest. All actions of a malicious nature feed the Dark Gods' power, regardless of whether or not they are carried out by loyal servants. Of even greater import is the fact that the beastmen's blood-soaked ravages thin the veil of reality, allowing the entities that dwell beyond to project their influence into the Mortal Realms. Indeed, many beastmen willingly bare their necks to these powers, accepting eternal subservience in exchange for various profane rewards. Each member of the Ruinous Pantheon has spawned its own breed of gor-kin, cast in their own image; the bird-like Tzaangors serve Tzeentch above all, while the dreaded Slaangors seek to fulfil the most depraved urges of the Dark Prince. Pestigors with matted, slimy fur wallow in the realms' corrupted swamplands, and mortal colonists everywhere have learnt to dread the frenzied howls of blood-maddened Khorngors.

Those who embrace the dark bargains offered by the Ruinous Powers are commonly reviled as weaklings by the rest of their kin, often driven out of their herds or gored to death. To survive, these outcasts must seek out others of their kind, joining god-aligned greatfrays ruled over by alphabeasts that cavort with daemons and deface their herdstones with the icons of their malefic patron. On occasion, however, god-sworn beastmen are strong enough to repulse the attacks of their fellow gor-kin. Their presence in the herd is thus grudgingly accepted, even if their nature is despised.

HERDSTONES

Such is their contempt for the slightest sign of civilisation that the Beasts of Chaos live in filth-strewn clearings and caves with little shelter beyond that provided by their natural surroundings. The most notable feature of their typical dwelling is an enormous menhir of roughly hewn stone that looms at its centre, smouldering with latent corruption. This is a herdstone, a monument wrought from the Chaos-infused bedrock of the realms. The oldest of these structures are truly immense and date back to the earliest centuries of the Age of Myth. Since that time, they have soaked up the splattered gore of thousands upon thousands of sacrificed victims.

Each beastherd maintains its own herdstone, which marks its territory and provides a focal point for its anarchic bacchanals. These are not constructs in the mundane sense but fusions of raw materials and crystallised Chaos energy, crafted from whatever substances are common to the beastherd's native territories. In Chamon, they are often fashioned from rare metals into which warping magics have seeped, while the tribes of Ghur carve theirs from the skeletons of long-dead titans. The craftsmanship is inevitably crude – save, perhaps, for the intricately wrought flux-cairns of the Tzaangors – but when draped with flayed skins and topped with a pair of large horns, the effect is unsettling to say the least.

The surface is smeared with fresh gore, and the herd's Bray-Shamans scratch harsh, angular runes into the monument's surface.

The precise meaning of these markings is known only to the soothsayers, but when mortal prisoners are dragged before a herdstone, they are almost always struck by a desperate madness, bleating and wailing in terror as the bestial stone seems to come to life before their eyes. Often, a firepit is carved into the herdstone's base. Blazing with unnatural heat, this not only bathes nearby gor-kin in Chaos energy but also functions as a forge in which Ungor labourers can melt down captured weapons and create new implements of ruin.

Such excesses serve a key purpose: they draw the gaze of the Dark Gods and awaken the dormant hunger of the stone, causing it to send forth a wave of profane power to mutate and strengthen the herd. Malformed beasts such as Razorgors, Chaos Warhounds and even fire-spewing Chimeras are all inexorably lured towards the thrumming aura, and the boldest Beastlords may attempt to leash these monsters to their ruinous cause – at the risk of being torn limb from limb.

Innately attuned to the wild magic of the hinterlands, the Great Bray-Shamans seek out those regions as yet unmarked by Chaos and there order the raising of new herdstones. In doing so, the lands are soured and any element of purity is washed away by a tide of mutating magic. Often, they will search for potent fonts of arcane power – ancient ruins located atop pulsing ley lines or areas where magic has solidified into some astonishing natural wonder. They twist these beautiful vistas into their own vile image, slaughtering any weakling races that try to defy them. More than one herdstone has been raised over the burning embers of a destroyed Sigmarite strongpoint, looming eerily above the crackling emanations of a ruptured arcane nexus.

THE GREAT HOWLING

Few beings welcomed the Era of the Beast with such rabid glee as the Beasts of Chaos. As all around them descended into savagery, they saw the Mortal Realms reduced to their true, primitive state – and in this blood-soaked nirvana, they slaked their debased desires to the fullest.

Though the beastmen are manifestations of Chaos, at their core is an animalistic spirit – a legacy of their primordial origins. They are intimately attuned to the magics of Ghur, the Realm of Beasts, and often call upon this power to imbue themselves with formidable strength and resilience. Thus it was that the beastherds were amongst the first to scent the change in the air when the Earthquake God Kragnos smashed his way free of his ancient prison and, in doing so, brought about the Era of the Beast.

To the greenskin tribes, this epochal event was heralded by a pounding drumbeat in their skulls, a ferocious and unrelenting call to war that drove them into a frenzied rage. Amongst the Beasts of Chaos, it came upon individual gor-kin as a flurry of bloodstained visions: distorted and maddening sensations of slaughter and violence akin to the predatory dreams of a slumbering gigafang. These visions showed cities smashed to rubble, blood seeping up from far below the ground and screaming men and women devolving into mindless beasts. Such promises of ruin have filled the greatfrays with new and dreadful purpose.

Wherever they roam, the Beasts of Chaos despoil the lands with their presence. They erect new and ever-greater herdstones, adorning them with the corpses of their latest slain foes. In the Era of the Beast, this onslaught has only grown more headlong and ferocious. Beneath the gaze of immense totems, Beastlords from dozens of competing herds engage in brutal fights to the death, goring and gouging one another in a blood-mad frenzy while their gor-kin bellow their approval. Only one alphabeast ever emerges from these contests of might alive, their body rippling with new-found power and the severed heads of their rivals held aloft in a gnarled fist. As well as devouring every scrap of their defeated foes, the victor will subsume their lesser tribes into their own; this can swell a beastherd many times over in one brief and bloody bout of violence.

Their numbers increased, the mighty greatfrays surge across the Mortal Realms, shattering stronghold after stronghold and reclaiming territories that have not been hunting grounds for the gor-kin for generations. Stirring from their slumber to join this great rampage are moss-draped behemoths from another age, their only desires to desecrate and destroy. The Beasts of Chaos are a power in ascendancy, riding the rushing tide of beast-magic to victory over their hated foes.

It is not only humans who have been ground beneath the stomping hooves of the roaming herds. The Lumineth Realm-lords' desperate attempts to restore some kind of order to realms torn asunder by wild magic have been met with particularly savage reprisals, for the shining aelves of Hysh represent everything that the Beasts of Chaos revile. In the fraying underworlds of Shyish, meanwhile, pale-pelted beastmen raid the baronies of the Soulblight Gravelords, feeding upon the vampires' blood-thralls and occasionally snatching away the undead lords themselves to be tormented and pulled apart at the foot of a herdstone. Ever more brazen and bullish as their strength grows, the children of anarchy migrate to new lands in search of prey to dominate, sensing that the realms are sliding into a state of primeval mayhem.

THE TURNSKIN CURSE

The leaders of the greatfrays rarely find themselves short of gor-kin to hurl against their foes, for many of these beings dwell in the wild places of the realms, and more can always be created by metamorphosing captives against their will. In the Era of the Beast, their numbers have swelled even more; a spate of eldritch transformations has swept across Ghur and beyond, causing sentient mortals to devolve into rabid beasts. This epidemic may be a mutation of the body, but it can be transmitted both physically and as a malady of the mind, borne by fisherwives' tales and campfire myths. To the Beasts of Chaos, this horrifying outbreak is known as the Turnskin Plague. Indeed, it was they who unleashed it upon the realms by shattering the seals of Witherdwell, a benighted location in Ghyran's Everspring Swathe where an ancient and foul entity dwells.

Simply by reciting folk tales of men twisted into beasts beneath the corrupting gaze of a Chaos-touched monument, storytellers can – wittingly or unwittingly – plant a seed of corruption in the minds of their audience. Those so afflicted are overcome by gruesome and violent dreams, and their behaviour soon comes to disturb their neighbours. Some begin to

collect bloody teeth and scraps of fur and arrange them in strange patterns, while others are found lurking amidst the pens of herd-beasts, muttering in a strange, grating tongue that seems to captivate the creatures.

Eventually, the bodies of the cursed will begin to mutate along with their minds: horns will sprout from their brows and matted clusters of thick, coarse fur will cover their limbs. Those who succumb to this horror are driven out of their homes and must flee into the wilds, else they will be seized and put to the stake by agents of Sigmar's merciless Order of Azyr.

Often, these damned souls will wander aimlessly until they are picked up by a roaming beastherd, where the fortunate find a place beneath the herdstone. Even then, their suffering does not abate, for true gor-kin name them 'gaves' or 'turnskins' and torment them relentlessly. Some rare few earn respect through acts of particularly terrible savagery, and it is not unheard of for turnskins to rise to become Bray-Shamans or even Beastlords. Those gaves who can still pass for humans, however, are seen as little more than useful chattel; draped in rags, they are sent back to civilisation to spread word of the Horned Ones to all who will listen, thereby disseminating the malady even further.

The Turnskin Plague can also be spread by more gruesomely direct means. At the command of a Bray-Shaman, fleet-hoofed Ungors slip inside Sigmarite townships when the twin beast-moons of Koptus and Gnorl Half-eaten align, draping sleeping townsfolk with the blood-smeared skins of slaughtered animals or tainting water sources with cupfuls of clotted blood and filth cursed by gor-kin shamans. When the light of Hysh filters through the early morning clouds, the air is rent by chilling screams as the populace of the stricken settlement awakens to discover the hideous evidence of mutation: trails of blood and gelid slime that lead up and over the perimeter walls and the half-devoured corpses of loved ones torn to shreds in a ravenous frenzy.

Grim stories have spread across the God-King Sigmar's empire, some telling of entire strongpoints consumed from within by a feral madness, others of citizens trampled and devoured by their herd-beasts. There are even tales of the fur cloaks and rhinox hides worn by Ghurish hunters suddenly adhering to the wearer's flesh as if stuck fast by boiling tar, and as the luckless victim screams in agony, their bones twist and elongate until they resemble the very creature whose skin they were formerly wearing.

NATURE DESPOILED

The Beasts of Chaos were amongst the first creatures to understand the tremendous power of the incarnates, elemental beings shaped by the raw magic of the Mortal Realms. They aim to corrupt these entities with profane rituals and sacrifice, transforming them into avatars of bloody ruin.

The Era of the Beast came about as a result of the Everqueen Alarielle enacting an ambitious eldritch gambit: a ceremony of renewal that was intended to cause her territories in Ghyran and beyond to surge with new life. This spell was cast amidst the rank quagmire of Rotwater Blight, within which lay half-submerged the Oak of Ages Past – a shattered relic of the World-that-Was, its mould-covered trunk still suffused with magic.

The beastmen tribes that dwelt within the Blight were agonised by the purity of the Everqueen's spirit-song, but they soon began to fight back with customary brutality. As they slew forest folk by the score, however, they merely added fuel to Alarielle's spell, for the vital essence of the fallen joined the swelling majesty of the Everqueen's melody. The Oak of Ages Past was born anew, rising tall and proud as the Sylvaneth's spirit-song reached a soaring crescendo. Even the presence of the feared Great Bray-Shaman Ghorraghan Khai could not prevent this grand act of restoration from coming to fruition. The Rotwater Blight – so long a bastion for the plague-maddened and warlike beastherds of Quogmia – was purified by a surging wave of life magic, which rushed out across the entirety of the Mortal Realms.

At first, this seemed disastrous for the Beasts of Chaos, for many of their Chaos-twisted dwellings were swept clean by the Everqueen's rite and rendered all but inhospitable to creatures that thrived upon corruption. Yet the tsunami of radiant energies was so intense that it had another effect entirely. Tendrils of genesis-magic plunged into the bedrock of the realms, and wherever they reached, they

GHORRAGHAN KHAI

Few Great Bray-Shamans have earned such a foreboding reputation as the infamous Ghorraghan Khai. Over the long centuries of his existence, this grizzled and limping creature has travelled vast distances, granting his cunning and wisdom to some of the most powerful alphabeasts in the realms. He has overseen thousands of ritual atrocities and spilled the lifeblood of more sacrificial victims than he cares to recall. He never stays with one greatfray for long; instead, he has fought beside the Allherd, the Gavespawn and even the isolationist Darkwalkers, guiding each to many glorious despoilments before departing once more. In his time, Ghorraghan Khai has suffered a dozen wounds that should have killed him outright, and he has matched his warping magic against living gods. Indeed, Alarielle the Everqueen herself caused his most grievous injury when her Wardroth mount impaled the Bray-Shaman through the chest with one of its antlers. Yet even this was not enough to slay the old greypelt.

Ghorraghan's seemingly random odyssey is not without purpose. The Bray-Shaman is a zealous worshipper of Morghur, the Bringer of Mutation. His visions are of devolution and degradation, of the entire realms reverting to a bubbling fleshy morass in which all are one with Morghur. It is said that Khai was first spawned within the shadowed heart of Witherdwell itself, where the Great Devolver's malignant essence seeped deep into the earth. It is even whispered by many admiring Gavespawn that Khai has lapped up liquid from these pools and thereby ingested a fraction of his god's terrible power. Unlike most of Morghur's insane seers, the Bray-Shaman does not rely on spittle-flecked ranting to advance his master's cause. Instead, he seeks to bring about the ascension of the Bringer of Mutation by destabilising the arcane laws that underpin reality, replacing order with roiling Chaos wherever and whenever he can.

Most recently, Ghorraghan Khai has been sighted in the wilds of Thondia, where he displayed his unorthodox deviousness by temporarily allying with an orruk warband in order to unleash the fury of a Krondspine Incarnate – an embodiment of destructive Ghurish rage. Though the creature was destroyed at great cost by an attacking force of Stormcast Eternals, Ghorraghan learnt much from its manifestation. He has begun spreading word throughout the Ghurish beastherds of how the gor-kin might enslave incarnates of their own and poison the essence of those entities with Chaos magic. By loosing such corrupted constructs upon the realms, Ghorraghan hopes to hasten the degradation of Ghur, easing its transformation into a primordial wasteland.

caused the land itself to shift and swell with terrifying speed. The spell of vitality reached into the heart of every realm, and in its wake, nodes of geomantic power began to coalesce, develop form and acquire a flickering, animal sentience.

These entities are known as incarnates. Their magical essence binds itself around physical objects, such as fragments of bone and rock – or chunks of realmstone that serve to increase their deadly strength. The forms taken and powers generated by these incarnates vary wildly from realm to realm, but all are capable of wreaking terrible destruction upon those who disturb them. Most are not inherently malicious, but as elemental beings, the concentrated forces that animate them are often lethal to lesser entities. Moreover, some incarnates possess an innate aggression that can be exploited by a skilled mage.

Those constructs that coalesce within the Ghurish continent of Thondia have come to be known as Krondspine Incarnates, and they are as belligerent and territorial as any creature from the Amber Realm. The Beasts of Chaos were amongst the first to encounter these beings and recognise their deadly potential. Ghorraghan Khai and his fellow soothsayers have already begun to bring word to the greatfrays of the Krondspine Incarnates and the methods by which they might be tracked down and magically bound, and many Beastlords have sworn to leash these bestial destroyers to their service.

RAIDERS OF THE EVERSPRING SWATHE

In Ghyran, that most bounteous and verdant of realms, the Beasts of Chaos have transformed huge territories into blood-soaked hunting grounds. The looming forests of the Everspring Swathe conceal untold throngs of scarred and battle-hardened gor-kin, who spill forth with dreadful regularity to kill, burn and maim.

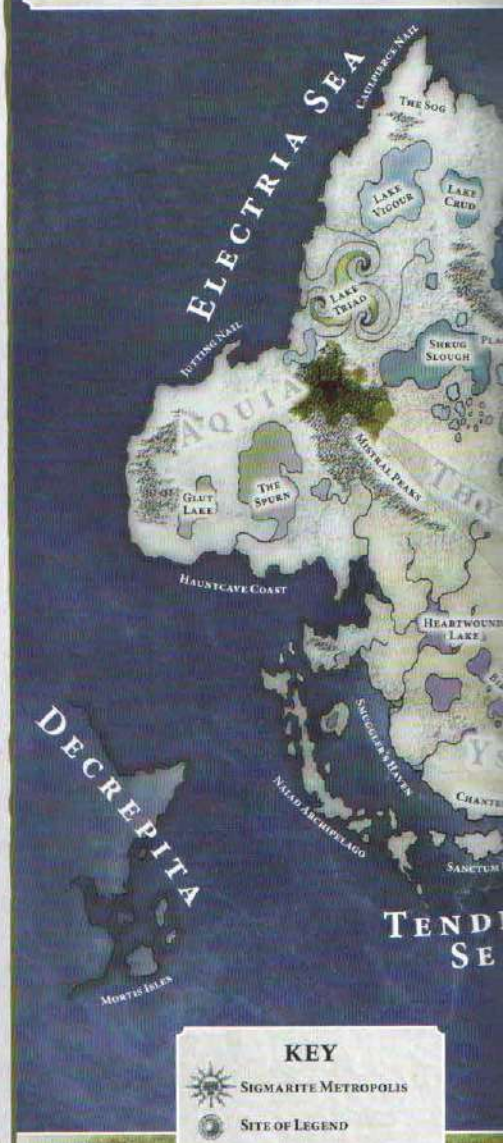
The Everspring Swathe has ever been at the forefront of the War of Life, the brutal struggle between the Plague God Nurgle and Alarielle, fearsome goddess of nature. Its emerald forests and overgrown valleys bear the scars of countless battles: corpses left to rot in the mulchy soil, skeletons bound in lengths of choking vine, and everywhere the vile, suppurating taint of Nurgle, who yearns still to drown the entire Swathe in foulness and filth.

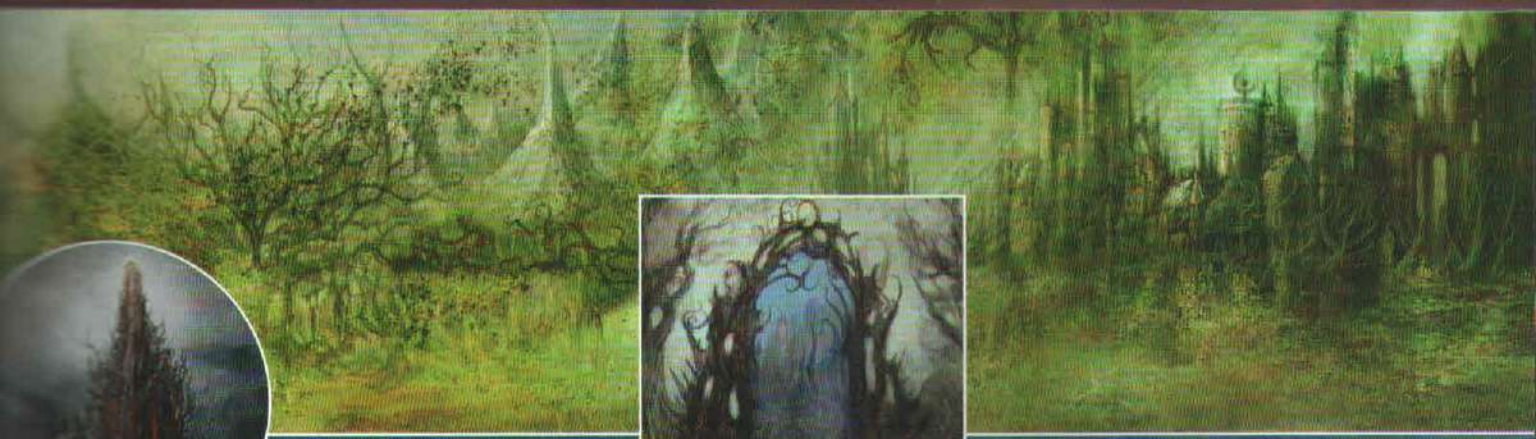
The Beasts of Chaos thrive in the Swathe. Here, the forests are dark and deep, concealing their herdstones and masking their passage when they embark upon their raids. Only the Sylvaneth tree-folk, the vengeful servants of Alarielle, have a greater understanding of these woodlands. Yet even they dare not linger in those stretches of forest soured by Chaos energies, where the trees grow drooling mouths stuffed with gnashing fangs and monstrous things writhe and gibber in the gloom. Where the Beasts of Chaos make their lairs, the very land boils with primordial energies, and nowhere has this canker grown more intense than in the cursed copse of Witherdwell – there, something ancient and terrible is oozing up from deep beneath the earth, and it seems intent upon spreading across the lands of Erosia and beyond.

Many beastmen of the Swathe have willingly entered the embrace of the Plaguefather, for the god's suffocating influence hangs heavy in the air. Nurgle-aligned greatfrays such as the Sludgepelt and the Grimehorn bedevil the eastern landmass of Invidia, often allying themselves with the Maggotkin that reside around the Reality Sores to assault the holdings of the Everqueen. Yet the greatest majority of herds continue to reject the influence of the Dark Gods, obeying nothing but their own violent instincts. Particularly infamous are the Gavespawn, vile beings obsessed with reducing all life to a formless, protean sludge. This greatfray lurks in the festering lands around Witherdwell, conducting gruesome rituals in order to taint its surroundings with Chaos-infused filth.

Though large regions of the Everspring Swathe's tangled wilds are claimed by the Beasts of Chaos, enemies surround the greatfrays on all sides. The alliance between Alarielle and the God-King has proven as strong as ironoak, and cities such as Greywater Fastness and the mighty Hammerhal Ghyra send forth a seemingly endless tide of conquering armies, great armoured columns whose task it is to purge the lands in preparation for settlement. In return, the Beasts of Chaos launch ever more devastating raids from their hidden lairs, sacking newly founded strongpoints and dragging settlers into the darkness of the deep forest.

THE EVERSPRING SWATHE



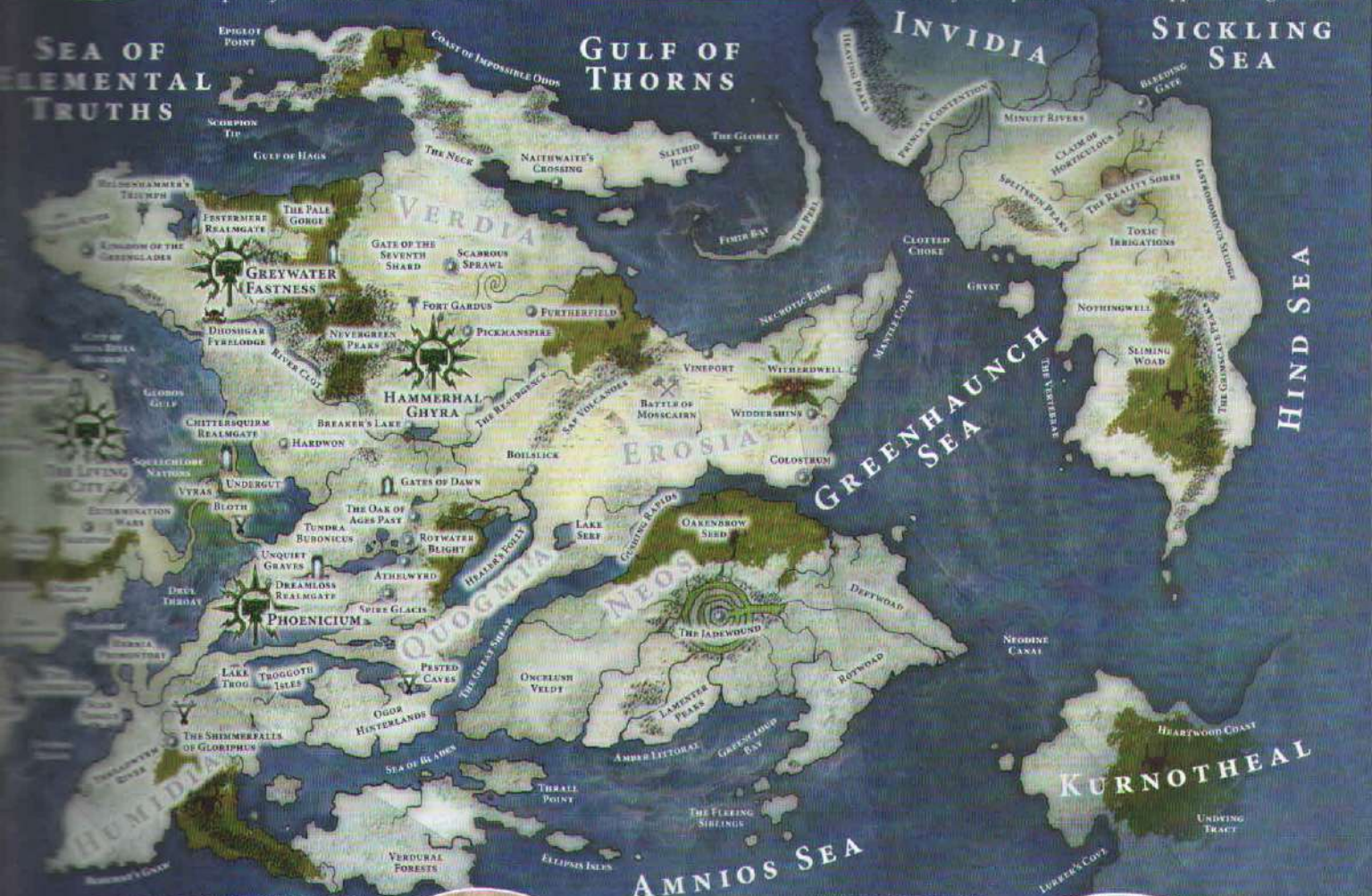


THE BLOODSPLINTER STONE

An immense herdstone of the Allherd, carved from the petrified corpses of several dozen slain Treelords.

DARKWALKER PATHS

The shadowy greatfray known as the Darkwalkers travels across the vast expanse of the Swathe through a series of corrupted and vine-wrapped realmgates.

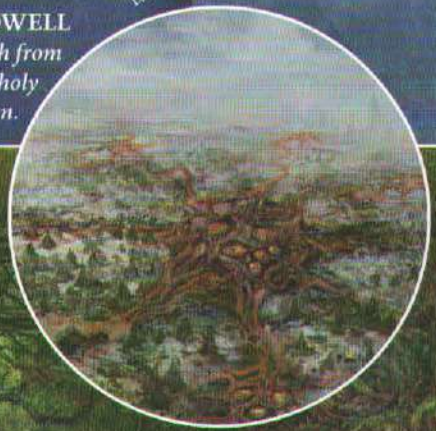


THE RUINS OF CYRHHUS

Great city of culture and magic long ago overthrown by mobs of rampaging Cygors and now home to the beasts.

WITHERDWELL

Foul, corrupting sludge seeps forth from this pulsing world-scar, a site of holy worship for the Gavespawn.



ANNALS OF RUIN

Since the Mortal Realms first came into being, the Beasts of Chaos have sought to scar and despoil them, slaughtering those who seek to tame the wilderness. Their infamies are legion, their atrocities beyond counting. Recorded here are some of their most notorious acts of desecration.

AGE OF MYTH

DAWN OF ANARCHY

From the fiery death of the World-that-Was, the Mortal Realms are born: eight spheres of existence, each governed by an elemental form of magic. Forms of life both old and new flourish in these strange lands, and primitive tribes of humans, duardin and aelves begin to develop the fragile foundations of civilisation. In doing so, they seal their fate. Accompanied by the blaring of brayhorns, the Beasts of Chaos come pouring out of the deep forests and wild places of the realms, falling upon these nascent kingdoms and smashing them to rubble. The slaughter is terrible, and thousands upon thousands of captured prisoners end their days as screaming sacrifices, ripped open at the foot of a herdstone.

THE GORFATHER'S LEGACY

The Beasts of Chaos keep no history beyond the crude images hewn into their herdstones by the Bray-Shamans, and so the true fate of the Gorfather – believed by many beastmen to be the progenitor of their race – remains a mystery. What is clear is that the Sire of Ruin vanishes without trace during the Age of Myth. Some legends state that his head is torn off by a rampaging Gorkamorka, god of greenskins. The remnants of ancient tusk-glyphs recovered from Ghur's Prowling Valley appear instead to depict the Gorfather falling in battle against an army of winged serpents spilling from strange sky-cities. Whatever the truth, most gor-kin continue to believe that their ancient forebear will one day return to lead them on a rampage that will drown the realms in blood.

In the Gorfather's absence, several fearsome alphabeasts arise, each claiming to be the first-spawn of the Rampant Propagator. Infamous figures such as Aghrash the Mottled, the Grey Gor and Horkash Manbane vie to take command of the Allherd, mightiest greatfray of them all, and lead vast hordes in a self-destructive frenzy of violence that spreads like wildfire across Ghur.

PURGING OF THE THUNDERSCORN

In Azyr, the beastherds of the Thunderscorn rule without challenge, killing weaker creatures for sport and claiming the highest celestial peaks as their domain. This changes forever with the coming of the God-King Sigmar. The lord of humanity begins to impose his vision of order and justice upon the Realm of Heavens, an outrage that soon draws the ire of the Dragon Ogors down upon him. The skies are split asunder by a storm of mythical proportions as the Thunderscorn wage all-out war against this interloper, matching their own elemental fury against the God-King's purifying thunderbolts. Such is the violence of the battle that many of the mightiest Shaggoths are swept up by the roiling tempest, which hurls them out across the Eight Realms. Thus does Sigmar claim victory, though those Dragon Ogors that are forced out of Azyr swear that they will one day return to settle the score.

THE RISE OF ORDER

Having conquered Azyr, Sigmar travels across the Eight Realms, gathering the scattered fragments of mortalkind together and bestowing upon them the knowledge of a lost world. Armed with reason, hope and new, devastating weapons of war, the so-called 'civilised' races make war upon the rampaging Beasts of Chaos, and entire greatfrays are annihilated. The God-King himself slays many powerful alphabeasts, crushing their skulls with mighty blows of his legendary hammer, Ghal Maraz.

Eventually, the beastherds are driven back into the wilds, though such are their numbers and skill at navigating the deadly hinterlands that they are never truly eradicated. Possessing only a fraction of their former strength, the once-mighty beastmen are forced to turn to raiding and scavenging to survive. Over the long centuries, their bitterness towards the other mortal races festers into an all-consuming hatred.

AGE OF CHAOS

VENGEANCE OF THE WILDS

It is not the depredations of the Beasts of Chaos but the weaknesses and passions of mortalkind that finally tear apart the fabric of the Mortal Realms and allow the hosts of the Dark Gods to flood into reality. Armies are overcome by unnatural foes that they are entirely unprepared to fight. Entire kingdoms are razed to the ground overnight. Daemons rampage across the lands, corrupting or murdering those luckless souls who fall into their clutches. Sensing blood in the air, the Beasts of Chaos emerge to join in the slaughter. It is a time of exultant vengeance for the herds, a glorious era of desecration that seems like it will never end.

THE SHATTERING

Amongst the traumatised peoples of Thondia who still hold out against the daemon tide, the name of Uzkhad Shatterhoof becomes inextricably linked with terror and destruction. This immense, red-skinned Cygor claims to be the true inheritor of the Gorfather's might, and few who have seen his supernatural power would care to contest that claim. He leads the Quakefray, a great gathering of Ghorgons and Cygors that tears along the Coast of Tusks, shattering maritime kingdoms that have existed there for centuries.

Architectural marvels such as the Ivory Harbour of Dastalmia and Halcavor's Spire are obliterated under the Quakefray's onslaught, and the rampaging Uzkhad even tears loose a chunk of rock from the Spear of Mallus. Guided by the swirling prophecies of this vision-stone – which serves just as well as a bludgeon to pulverise the skulls of lesser mortals – Shatterhoof and his herds plunge through the realmgate of Rentclaw Rift, taking their rampage into new lands.

TYRANT'S DUEL

Swollen and twisted with anarchic power after countless victories against the ailing armies of Order, the dreaded Horkash Manbane requires a new foe to sate his lust for slaughter. In his frothing rage, Horkash leads the Allherd in a wild assault against the armies of Archaon the Everchosen, decrying the Three-Eyed King as nothing more than an upstart manling to be gored and crushed. There follows a great uprising across multiple realms, with the Manbane's herds reaching as far as the gates of the Varanspire itself. There, Horkash meets Archaon in battle and is finally slain, his head cleaved in two by a blow from the Slayer of Kings. The mighty Beastlord's death signals the end of the uprising, and the Manbane's surviving gor-kin bare their necks to the Everchosen, awed by his power. Thereafter, the children of anarchy fight for the Exalted Grand Marshal of the Apocalypse without hesitation, paying tribute to him as the Tyrant of Tyrants.

MIGHT AND MENACE

The beastherds of Ghur have always had a bloody rivalry with the orruks of that realm, for both vie for food, raiding rights and control of the hinterland territories. In Thondia, the towering Beastlord known as Aghrash the Mottled leads a great gathering of the Allherd against the greenskin fortress of Mega Maw. This iron citadel juts out from the Nautil Peaks like an immense, leering skull and is home to a throng of burly Ironjawz Brutes. The battle that ensues is bloodthirsty in the extreme; Aghrash's unending horde crashes against the Maw's spiked walls again and again, while his Ungors loose so many arrows that they cast the charnel pit of the battlefield in constant shadow. The Mottled soon comes to understand that even his mighty host cannot force its way past an armoured wedge of orruks that seems to grow more ferocious with every beastman stamped to death beneath their ironshod boots. Instead, Aghrash turns to flee, and the Allherd follows suit.

Whooping in delight, the orruks pursue, eagerly abandoning an excellent defensive position as they sense a gory rout in the offering. In doing so, they expose their flanks. With uncanny timing, a mass of clattering Tuskgor Chariots barrels over the horizon, smashing into the greenskins and pulverising scores of them in a single, deadly charge. The brayhorns blare out once more, and Aghrash's retreating force wheels as one, slamming back into the reeling Ironjawz with redoubled fury. In less than a day, the Mega Maw is ablaze and the severed heads of its defenders are impaled upon the uneven spikes of its scrap-iron walls.

AGE OF SIGMAR

RETURN OF THE STORM

Heralded by the thunderous eruption of a great, heavenly tempest, Sigmar's Stormcast Eternals make their return to the realms. Crashing to earth upon columns of lightning, they launch rapid assaults on the holdings of the Dark Gods, seeking to obliterate the stunned enemy and secure vital realmgates and other strategic positions. The greatfrays of the Beasts of Chaos suffer many losses in these initial

attacks, and several of their most ancient herdstones are shattered by hammer and storm-magic. Yet the Beastlords and their gor-kin hordes are exultant at the opportunity to once more sink their fangs into the throats of the God-King's whelps.

SUNDERING OF THE DIRGEHORN

Searching for the radiant goddess Alarielle the Everqueen, elements of the Hallowed Knights and Astral Templars Stormhosts enter Rotwater Blight, domain of the Beastlord known as Gluhak the Crusted Blade. Eagerly anticipating the chance to spill celestial blood, Gluhak sounds the Dirgehorn – an immense brayhorn carved from the skull of some long-dead plague titan. The resultant peal of corruption rings out across the Blight, filling the Stormcasts with dread. They suffer appalling losses in the ensuing campaign, a merciless slog through the noxious swamps in which they are assailed at all times by Gluhak's moss-draped Pestigors. Yet the might of two Stormhosts proves too great for the Crusted Blade. Decimator-Prime Machus of the Hallowed Knights hacks his axe deep into the Beastlord's chest, and the blow sends Gluhak's corpse smashing into the Dirgehorn. In a deafening explosion that can be heard for hundreds of leagues around, the brayhorn cracks apart and its savage magic dissipates into the wind.

GREAT CITIES RISE

Having reclaimed much territory after the bitter fighting of the Realmgate Wars, Sigmar constructs grand new cities on the ruins of those destroyed during the Age of Chaos. Watching from afar, the Beasts of Chaos are determined to see these hated monuments to civility and order smashed to rubble. Indeed, the mighty Allherd attacks several nascent settlements even as they are being consecrated by the blood of Devoted zealots, slaughtering the colonists and leaving nothing but gore-smeared ashes and debris in their wake.

THE TAURITE CULT

A cult of the Brass Bull arises in several Aqshian cities, its members venerating the sacred form of the Bullgor. In brazier-lit chambers far beneath cities such as Hammerhal and Brightspear, masked cultists pay homage to these blood-hungry creatures, tossing them still-living captives to gore and devour and cladding them in brazen armour emblazoned with profane runes. Despite the best efforts of Order of Azyr investigators – many of whom meet a gruesome fate at the jaws of a Bullgor – the cult's influence spreads to distant lands, with cells springing up in the Ghurish metropolis of Excelsis as well as in several Ghyranite settlements.

HOWL OF THE DEAD BEAST

A devastating surge of death magic gushes forth from Shyish, summoned into being by the Great Necromancer Nagash. The greatfrays come to know this disaster as the Howl of the Dead Beast. Many gor-kin find themselves facing sudden storms of unquiet spirits that rise from the earth, and they are forced to battle these ethereal horrors with crude axes and raw fury. Yet the realms-wide cataclysm also shatters the arcane wards and enchantments of many Sigmarite strongholds – an opportunity that the raiding hordes of the Beasts of Chaos are swift to exploit.

THE GIBBOUS THRONG

Across the Coast of Tusks, tales are told of the horrors that come to pass when the moon Gnorl Half-eaten waxes high and blankets the earth in coiling mists. Half-mad survivors from annihilated frontier settlements speak of pale-furred beastmen emerging from banks of eerie fog, glistening with viscous matter and keening in an atonal dirge that drives those who hear it to madness. These mysterious creatures come to be known as the Gibbous Throng, and many believe that they dwell upon the surface of Gnorl itself. The fate of those they snatch away into the mists is the subject of much dreadful speculation.

A TIME OF SLAUGHTER

The realms are overcome by a sudden eruption of bestial savagery as the Era of the Beast dawns, heralded by the onslaught of the newly freed Kragnos, god of earthquakes and destruction. The frenzied howls of Ghur's wild spirit are visited upon the Beasts of Chaos in the form of scattershot visions of blood and fire and violent urges that send them surging across the lands in search of victims.

Amongst the herds, this period is known as the Great Bloodhunt. The herdstones throb and pulse with barely constrained energies, sucking up the spilled gore of sacrificed captives with obscene greed. Tribes from distant lands gather and their Beastlords engage in savage clashes, the winner absorbing their rival's gor-kin into their own herd. When the

killing is over, many powerful new beastherds have been formed; filled with a feral purpose, they sweep forth to fall upon the beleaguered holdouts of humanity.

SPREADING CORRUPTION

In Ghyran's Everspring Swathe lies a dark and foreboding place known as Witherdwell, where the stench of corruption hangs heavy on the breeze. For centuries, the region has been sealed off from the wider world by powerful enchantments and fiercely guarded by Sylvaneth sentinels. Yet when the deranged zealots of the Gavespawn make common cause with the Quakefray, the wards of Witherdwell are soon under ferocious assault. While Morghur-worshipping shamans usher forth gibbering congregations of Chaos Spawn to overwhelm the noble Kurnoth Hunters defending the site, lumbering Cygors pull down its sacred waystones, unleashing a new nightmare upon the realms. Bubbling pools of flesh come seeping up through the earth and tendrils of constantly mutating matter snap forth to seize luckless Sylvaneth, dragging them into the rancid ooze. Spores of eldritch corruption spew out from Witherdwell, and carried by shifting tides of magic, they soon infect realms far beyond Ghyran.

THE TURNSKIN PLAGUE

Settlements across Ghur and beyond are overcome by a wave of horrific mutations and rampant devolution, a malady that comes to be known as the Turnskin Plague. The gor-kin do everything they can to hasten the spread of this supernatural disease, which can be transmitted by both physical and spiritual means. Countless humans – Sigmarites and worshippers of the Dark Gods alike – are either transformed into mewling, semi-sentient beasts or become gor-kin themselves after a long and agonising transformation.

SAVAGERY INCARNATE

The awakening of Kragnos and the subsequent surge of Ghurish magic is a direct result of the goddess Alarielle's great Rite of Life, a summonation of life energy that has drastic effects upon the realms. The boon of vitality is so powerful that it causes the essence of the realms themselves to stir into life, with fonts of volatile, primal energy taking physical form as the mighty elemental beings known as incarnates. Neither malign nor benevolent by nature, the incarnates possess formidable destructive power.

Ghorraghan Khai is one of the first creatures to intuit that the incarnates may be corrupted by Chaos magic, which would cause the lands around them to destabilise and hasten the realms' descent into formless anarchy. Khai senses the presence of an incarnate in the Krondspine Range of Ghur and allies with a force of Kruleboyz and wild-eyed Bonesplitterz in order to unleash the realm-spirit's fury. Though the intervention of Yndrasta, Sigmar's Huntress, puts an end to the Krondspine Incarnate before it can manifest in its true glory, Khai gains much knowledge regarding these strange entities and how they might be twisted to the cause of the beastmen.

THE VARANFRAY

Dark tales from the Eightpoints tell of an enormous battlehost of Beasts of Chaos sworn to the service of Archaon the Everchosen. Known as the Varanfray, this fearsome legion is clad in infernal armour fresh from the furnaces of Angazkul-Grend and commanded by ogroid taskmasters who beat into their subjects a discipline most uncommon amongst beastmen. The Varanfray is first tested against the mighty defences of the Arx Terminus, Mortarch Katakros' great fortress in the Eightpoints. Armoured wedges of Bestigors and ogroid shock troops succeed in destroying four of the strongholds' vital necro-forges before they are repulsed by a concentrated barrage from scores of Mortek Crawlers.

RUINOUS PROGENY

Rumours abound of the rise of three bestial warlords of immense size and ferocity, each of whom was spawned with the horned brand of the Gorfather seared into their flesh. The cunning, shadow-touched Ygmok the Peltless seizes control of the Darkwalkers greatfray by summoning flocks of eyeless crows to strip the flesh from his rivals. The tyrannical giant Lankorr Split-eye emerges triumphant from the carnage of a Great Blood Rut, having gored, disembowelled and crushed all challengers to gain undisputed mastery of the Allherd, thereby becoming the most powerful alphabeast since Aghrash the Mottled. An ancient legend thought slain centuries ago, the infamous Cygor prophet Uzkhad Shatterhoof strides forth at the head of the Quakefray to once more bring desecration and ruin to the lands of men.

Great Bray-Shamans across the realms exult at the coming of those whom they believe to be the Gorfather's true offspring, eyes rolling back into their skulls as their minds are filled with visions of a great hunt that will drown the lands in blood and foulness.

LEGENDARY GREATFRAYS

Though there are many greatfrays spread across the vast swathes of the Mortal Realms, a rare few have earned particular notoriety for the sheer brutality of their rampages. Their names have become synonymous with desecration and terror.

ALLHERD

Ever since the Beasts of Chaos crept forth from their primitive lairs to make war upon the other races, there has been an Allherd. This conglomeration of tribes rules over a greater portion of the Mortal Realms than a dozen lesser greatfrays combined, and if its disparate elements were to join as one thunderous stampede, they could surely lay waste to entire realms. That they have not yet surged forth in their multitudes is the cause of much debate amongst those tasked with keeping the Beasts of Chaos in check.

For those who find themselves desperately defending against the Allherd's assaults, a terrifying pattern soon becomes apparent: while the headlong mass of the beastman army crashes against their defences again and again, the thrusting horns of the horde spread out to target weak points and strike at supply lines. Sometimes, those attempting to engage the Allherd find vital springs of potable water befouled with congealed blood and rancid beast corpses, or upon launching a surprise attack, they discover that the Beasts of Chaos have somehow anticipated their movements and are at that very moment lying in wait. This unnatural cohesion is the result of a predatory sentience that binds the Allherd together – a species-wide shared memory sharpened by untold centuries of conflict, harking back to the days when the Gorfather himself ravaged the realms. This knowledge has been accumulated not only by the Gorfather but by every single one of his descendants.

The greatfray's eldest Beastlords possess generations of kill-instinct. Whenever these figures are slain in a Great Blood Rut, their flesh and bones are consumed by the victor to absorb their power and feral knowledge. The successor is overcome by red-tinted visions of slaughter; these fragmented, instinctual urges tell them where to move, how best to cripple their foes and when to circle behind an unprotected flank.

DARKWALKERS

In the dead of night they come, creeping through the undergrowth with knives gripped between their fangs, the dull metal glinting in the eerie gloom of the deep forest. Before their prey even knows they are under attack, the Darkwalkers are upon them. Arrows hiss from the shadows to pierce hearts, while flashing blades cut open throats or slice hamstrings. Dozens of brayhorns unleash an otherworldly howl that sends battle-hardened soldiers into desperate flight. As they stagger and stumble in the darkness, these doomed souls realise with horror that escape is impossible – on all sides, they are faced by a glittering mass of lambent eyes alight with malice.

All beastmen are inherently connected to the wild places in which they dwell, but none are quite so capable of weaponising that knowledge as the Darkwalkers. Moreover, their instinctual understanding of the realmgates and their strange, connecting pathways is unrivalled by even the most learned Azyrite scholar. Moving swiftly along these arcane routes, the Darkwalkers travel from realm to realm, spreading terror and anarchy in one land before disappearing like wraiths. Those who attempt to pursue them are rarely seen again. Many are lured into hidden portals, left trapped and helpless in foreign lands with the Darkwalkers encircling them, eager for the kill.

It is not known if the Darkwalkers maintain a core territory, but it seems unlikely, given their nomadic nature. Their herdstones drift ominously across the lands, held aloft on coiling trails of darkness rather than dragged into place by grunting Bullgor or Ungor thralls. The greatfray's dreaded alphabeast, Ygmok the Peltless, has been sighted as far afield as the Aridian plains of Aqshy and the Ulguan mega-continent of Shadrac. Always, his coming coincides with a spate of disappearances and bloody, twilight raids that cause entire Dawnbringer columns to vanish without trace.

GAVESPAWN

No other greatfray approaches the depraved insanity of the Gavespawn. These ragged and jabbering creatures worship Morghur, the Great Devolver. This malignant entity first manifested itself in the World-that-Was, and upon the destruction of that mythical place, it slithered into the Mortal Realms, seeding foulness and corruption deep into the wilds. To many bestial herds, the oozing, primordial entity became as a god, one they worshipped with a fervour quite uncommon to gor-kin.

Beasts of the Gavespawn long to devolve into the lumpen aberrations so beloved of the Bringer of Mutation. They worship above all the hallowed form of the Chaos Spawn, seeing these monstrosities as pure manifestations of Morghur's degenerate will.

The Gavespawn's shamanic leaders assemble gibbering congregations of Chaos Spawn, which they unleash upon the greatfray's foes in a roiling tide of limbs, fang-stuffed maws and barbed tentacles. Slathered in pungent oils and branded with strange marks by Great Bray-Shamans, these Chaos Spawn are notably stronger and harder to kill than others of their kind, and they are capable of spewing streams of toxic filth from their every orifice. Any creature luckless enough to be splattered with this substance suffers an awful death, their organs collapsing into one another and their skin and bones turning to shapeless mulch. This grotesque carnage fills nearby gor-kin with delight. These beastmen yearn to receive the Gift of Morghur when they are hacked down in battle, their flesh curdling and twisting as they rise anew as Chaos Spawn.

Though their foulness afflicts many regions of the realms, the most hallowed territory of the Gavespawn is Witherdwell, a stretch of impenetrable, lightless forest in the Everspring Swathe where something unspeakable resides, bubbling up from the earth as a protean mass of flesh. This nameless corruption has spread ominously in recent years, causing hundreds of ancient ironoaks to collapse into mounds of steaming ooze and nearby wildlife to devolve horrifically.

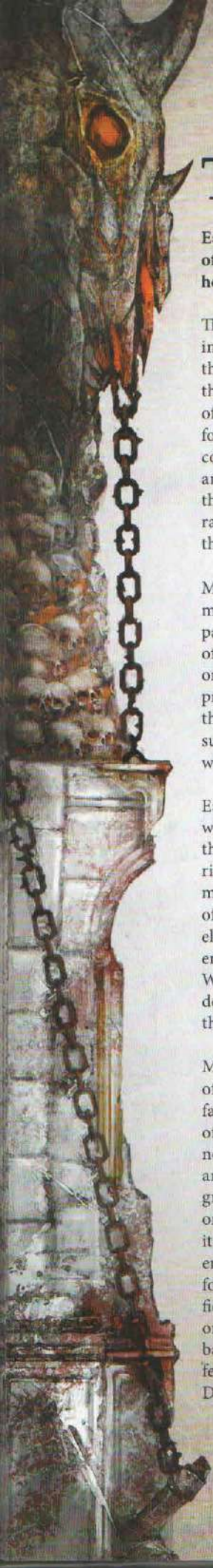
QUAKEFRAY

Fragmented writings from the Age of Myth scrawled upon moss-draped steles and timeworn plaques tell of the coming of the Quakefray, a stampede of living behemoths that ground kingdom after kingdom beneath their stomping hooves. Uniquely amongst the greatfrays, the warherds of this mighty host were not led by Beastlords or Bray-Shamans but by far-sighted Cygor seers, each possessed by a spiritual urge to scour every last hint of civilisation from the Mortal Realms. Devoted acolytes of the Sire of Ruin, one aspect of the all-powerful Gorfather, these enormous creatures gathered many like-minded beasts under their sway. The resulting rampages left scars upon the realms that remain to this day in the form of deep fissures and crevasses.

When there were no more strongholds of the civilised races left to pulverise, the Quakefray retreated to their ancient dwellings in the deepest places of the wilds, carrying shattered relics from the cities they had wiped out. For centuries, it was believed that the Quakefray had passed into myth. Yet the frenzied rampages of Kragnos the Earthquake God have sent violent tremors coursing across the realms, and it appears the disasters of the Era of the Beast have awoken them.

Once more, the Quakefray roams the land, scenting not only the resonant power of Sigmarite settlements but also a realms-wide elemental stirring – the emergence of the so-called incarnates, to whose magic-soaked lairs the Cygors are inexorably drawn. The titans of the Quakefray seek to devour these powerful beings, pummelling the incarnates into submission before ripping out their blazing realmstone cores and stuffing them into their mouths. In doing so, they believe they will absorb the elemental entities' formidable power – though many are simply incinerated from the inside out instead.

With new centres of civilisation slowly emerging across the Mortal Realms, the Quakefray's rampage begins anew and more violent than ever. Not even the grandest metropolis can stand against the destructive savagery of this onslaught. While Ghorgons and Bullgors smash their way through fortifications and tear the occupants limb from limb, boulders hurled by blind Cygor priests rain from the skies by the score, leaving comet-sized craters in the earth. When the Quakefray finally departs, not one stone remains atop another.



THE GREATFRAYS AT WAR

Each of the greatfrays functions as a huge, chimeric organism dispersed across an unthinkably vast stretch of territories and hunting grounds. These anarchic tribes – equivalent in population to large nations – are held together by brutal violence and a ruthless pack mentality that sees only the strong survive.

There are many greatfrays spread across the immensity of the Mortal Realms, with the largest of them boasting a populace of gor-kin numbering in the millions. Each greatfray is composed of hundreds of lesser clans known as beastherds, which rove forth under the leadership of a single creature, most commonly a battle-hardened Beastlord. These raid and kill according to their own impulses, following the prophetic visions of their Bray-Shamans as they rampage across those territories they have selected as their hunting grounds.

Many greatfrays have beastherds scattered across multiple realms, connected only by the arcane pathways known as realmgates. Yet no matter the span of distance that separates them, they are all bound to one another by the ferocity of their greatfray's apex predator – an alphabeast of such terrifying might that their insistent, braying bellows act as a clarion call, summoning their beastherds to heel and filling them with a singular purpose.

Each greatfray's territory is dotted with herdstones, which spread the corrupting power of Chaos wherever they loom. As well as providing sites for sacrifice, ritual bloodshed and grotesque revelry, these monuments function as beacons, amplifying the call of the greatfray's ruler and thereby uniting disparate elements of their far-flung host. It is rare that an entire greatfray assembles for war on a single front. When this does occur, the resultant blood-hunt can depopulate entire continents, as happened during the Age of Chaos.

More often, it is individual beastherds that enemies of the Beasts of Chaos must face, and this is neither a favourable nor predictable prospect. The composition of a beastherd can vary wildly, for the beastmen care not at all for the ordered rigidity so beloved of human armies. A beastherd's numbers can swell or recede greatly over the course of a season, usually depending on the success of its raids and the number of captives it can sacrifice to empower the aura of Chaos emanating from its herdstone. Ever-numerous gor-kin form the backbone of most beastherds, but others field nothing but hulking, blood-hungry Bullgors or a wild menagerie of Chaos Spawn corralled into battle by raving Bray-Shamans. Then there are the feared beastherds of the Thunderscorn, the mighty Dragon Ogors that descend from their mountain lairs and annihilate their prey in a thunderous storm of violence. Such proud creatures would never deign to accept the dominance of a Beastlord, of course, but they will fight alongside them so long as appropriate tribute is offered and deference paid to their majesty at all times.

Much as a greatfray comprises several beastherds, each beastherd is made up of a number of smaller herds, ranging in size from a small band of filthy, malnourished Ungor Raiders to a stampede of iron-scaled Dragon Ogors. Joined in common purpose by an instinctual hierarchy of seniority and might, these herds are insular and always ready to spill the blood of their own kind in order to prove their own dominance. The Bestigor fighting elites scorn and brutalise Gors whenever the mood takes them, and the Gors in turn take out their frustrated rage on luckless Ungors, considered the lowest of the low in beastman society. This tyrannical power structure is accepted without question, even by those at its nadir.

The warping aura of a herdstone is an irresistible lure for the Chaos-twisted creatures of the deep wilds, especially as the presence of a nearby beastherd almost always promises a supply of fresh meat – whether that of the tribe's slain foes or the beastmen themselves. Razorgors, Jabberslythes, Chimeras and all manner of other monstrosities are drawn forth to join a beastherd's rampages, and the bewitching magic of a Great Bray-Shaman can, for a time, prevent them from running amok and slaughtering their would-be allies.

As a result of their sheer size and the magnificence of their horns, the towering brutes known as Ghorgons and Cygors occupy positions of great renown within those beastherds that can satisfy their immense appetites, though only the most ferocious of Beastlords can hope to command their obedience for long. Indeed, it has been known for Cygors – many of whom possess a form of crude insight that is never entirely predictable – to suddenly seize an alphabeast and tear them in half, thereby taking control of a beastherd for their own ends. This is particularly common amongst the Quakefray, whose ancient Cygor seers are viewed by their gor-kin minions as something akin to lumbering prophets of ruin, anointed by the Gorfather himself with deadly purpose.

THE GODSWORN FRAYS

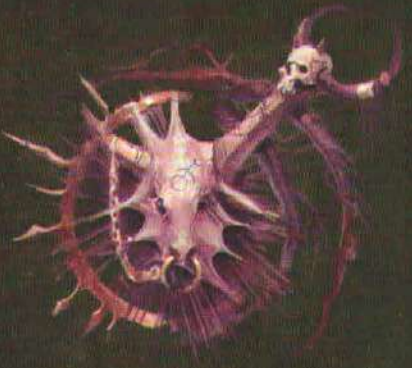
The majority of beastmen refuse to bare their necks to the Dark Gods, but there are many herds that do so willingly and, in the process, are granted unnatural potency in return for submission. Often, this occurs when a Beastlord falls under a deity's sway and, through ferocity and violence, forces his lesser gor-kin to walk the same path. Those Beasts of Chaos who worship the Blood God Khorne form themselves into Skullfrays, honing their innate rage and murder-lust and embracing a kind of organised militarism quite at odds with the beastmen's signature way of war. Hides matted with gore and faces daubed with profane runes, they consume the corpses of those they have slain, believing that by doing so, they will gain their power. Only their victims' brains are left to rot, for they contain no strength at all. Beastmen who worship Tzeentch are drawn towards the acrid scent of raw magic, adorning themselves with arcane trinkets stolen from raided repositories and pages torn from priceless eldritch tomes. Their great hosts are known as Twistfrays. Beneath their warped and ever-shifting herdstones, they enact dreadful rituals that see captured prisoners moulded and twisted into the form of new beastmen or other, more terrible monsters.

The Rotfrays of Nurgle comprise plague-ridden beastmen who believe themselves to be martyrs and soothsayers come to deliver a glorious new world for gor-kind. They seek to decompose reality itself, rendering the lands down into a festering wilderness – a 'paradise' for all beastmen. Their skin is covered by weeping lesions; their manes are clogged with pus and crawling with bloodmites and scabspyders. By contrast, the Slakefrays of Slaanesh seek to imitate the hedonistic glamour of their master, the Decadent Fiend. They drape themselves in rich silks stolen from sacked cities, pouring unctuous oils and perfumes over their skin and gilding themselves with glittering trinkets and jewels. They live for the chance to ravage the settlements of their defeated foes, looting, killing and brutalising their prey in demented revelries that last for many days – sometimes months.

Most Skullfrays venerate Khorne as the Great Brass Bull, a snorting manifestation of primal rage.

Tzaangors scorn the savagery of the Twistfrays but respect the raw power of their Bray-Shamans.

Rotfrays often cavort with Nurgle's daemons, calling them forth in vile rituals of putrefaction.



Slakefrays combine a lust for glamour and indulgence with the basest animal urges.

BEASTLORDS

The largest and cruellest of their kind, Beastlords rule over their herds with an iron hoof. They lead their vast throngs in an endless war against civilisation, stamping out the light of progress and reason wherever they can.

To become a Beastlord is to hack, choke and gouge one's way to the top in a world where only savagery is respected. Typically, these figures are the brawniest of their kind, for sheer physical power is greatly admired by the Beasts of Chaos. Yet in order to call oneself an alphabeast, size alone will not suffice; it must be combined with predatory cunning.

Beastlords begin their lives as common gor-kin. Their existence is one of unrelenting violence, a day-to-day struggle for survival that culls the weak and hones the strong. As the aspiring Beastlord slaughters their enemies and commits acts of desecration, they increase in size and dominance. Their muscles swell with power, and their horns grow out to form a natural war-helm. The stronger they become, the greater the plunder they gather from raids upon enemy territories; screaming sacrifices are offered up before the greatfray's sacred herdstone, whilst sturdy weapons and armour are seized from eviscerated challengers or fashioned from the melted-down wargear of slain foes.

Eventually, this up-and-coming Gor will be formidable enough to challenge the alphabeast that rules their beastherd. These brutal contests can last a day or more, though some are over in the blink of an eye. When the contestants' blades shatter, they turn to natural weapons, grappling in the mud and butting one another with their horns. Eyes are gouged out and bellies torn open in a graceless brawl that ends only when one of the combatants is slain. The victor will command the entire beastherd – a position they will hold until they too are overcome by a younger and stronger rival.

Possessed of an instinctive grasp of ambush tactics, Beastlords send their herds to encircle an enemy army, cutting off all escape routes to ensure the maximum number of prisoners. When the foe stumbles guilelessly into their killing ground, the Beastlord gives voice to a full-throated bellow. Then do the beastmen sweep down on all sides, and the butchery begins.

Beastlords are inevitably found at the forefront of this carnage, indulging their lust for slaughter. Many wield a pair of brutal axes, tools that suit their headlong way of war, and enemy champions are a favoured target, for a Beastlord must constantly prove their dominance over all. They take delight in holding aloft the severed heads of those they slay, knowing that few things shatter an army's morale more effectively than witnessing the dismemberment of their most powerful warriors.

GREAT BRAY-SHAMANS

The Dark Tongue is the language of Chaos, and among the gor-kin, none are as fluent in its harsh syllables as the Bray-Shamans. They are the preachers and mystics of the brayherds, prophets of desecration capable of wielding chaotic energy to obliterate their foes and grant their own kind unnatural strength.

Even the burliest Gor is wary of raising the ire of a Great Bray-Shaman, for what these twisted creatures lack in stature, they make up for with unnatural gifts. Bray-Shamans can perceive and channel the raw currents of Chaos energy that permeate the Mortal Realms. They wield this corrupting, mutating force as both weapon and boon, laying waste to their foes with enervating storms of magic or filling the dark hearts of their kin with a feral madness that renders them all but immune to fear. They are soothsayers and rabble-rousers, augurs and ranting demagogues, and it is they who guide the stampeding beastherds on their odyssey of destruction.

There is no one path to becoming a Great Bray-Shaman. The destiny of many is obvious from birth, for they come into the world bearing marks of Chaos favour, whether these be writhing appendages, coal-black and pupilless eyes, or strange pelt markings in the shape of profane runes. Sometimes a Gor will ascend to the role, either by exposing themselves to fonts of raw mutation or through some other malevolent means. However they come to possess their power, Bray-Shamans naturally rise to positions of prominence in their tribe, typically serving as a Beastlord's advisor and seer. Less commonly, a Bray-Shaman will seize total control of their greatfray and lead alone, listening only to the voices that whisper at the back of their mind.

Great Bray-Shamans possess a potent connection to the bestial magic of the Chaos-ravaged wilds and can call upon this energy to imbue their kin with the speed and ferocity of alpha predators. Before battle, they drive the herd into a frenzy through dark rituals of sacrifice and bloodletting, carving angular sigils into the rough rock of their herdstone and commanding the gor-kin to lap up the blood-like substances that ooze forth.

To the other members of the brayherds, a Great Bray-Shaman is a beacon of ruin on the battlefield that stirs their lust for slaughter to even greater heights. They channel Chaos energy with instinctive skill, summoning swarms of fiendish insects to devour the foe's flesh or seizing hold of the mind of an enemy warbeast and using their dominating will to turn the creature against its master. Though they often lack the same physical power of their warrior kin, a Bray-Shaman's fetish staff is adorned with runes of corruption – one struck with such a weapon finds their flesh writhing and sloughing away.

SHATTER THEIR WALLS AND GORE THEIR FLESH

BEASTMEN

Twisted amalgamations of humans and animals make up the snarling mass of a Beasts of Chaos herd. Fleet of hoof and possessed of near-endless stamina, these ambushers run their prey to ground and tear them apart in a frenzy of bloodletting.

UNGORS

Ungors have the ill fortune of being the smallest of the beastman breeds. With their stubby horns and wispy patches of beard, they could almost pass for human – a fact that ensures they are regularly tormented and beaten by their larger cousins, the Gors. They are almost always the first of the herd to be sacrificed under a Bray-Shaman's knife when it is necessary to sate the herdstone with fresh blood.

Only by sticking together in squabbling throngs can the Ungors hope to survive, snatching what scraps of charred flesh they can in the aftermath of the herd's raucous feasts. They also rely upon their modest skills at weaponcrafting and repair as a bargaining chip to prevent their more powerful kin from simply wiping them out. Unsurprisingly, the harshness of their existence breeds a particularly malevolent cruelty in the Ungors. They take a terrible delight in unleashing this pent-up fury upon enemies and captured prisoners, displaying a sadism beyond that of other gor-kin. Possessed of a natural agility, they are often found lurking on the outskirts of a roving greatfray, skulking through the shadows in search of prey.

Ungors typically wield an assortment of crude yet effective blades in battle, relying upon leather-wrapped half-shields to deflect blows. They are also adept in the use of the raider bow, a compact weapon with a string of cured human-gut that is easy to draw and loose. While the main force of their herd crashes into the enemy lines, Ungors take up position on the fringes of the battle, firing arrows into unprotected flanks or setting upon stragglers, always seeking opportunities to kill without risking their own hides.

GORS

Gors are the most numerous of the beastmen and the core of the greatfrays' rampaging armies. Slightly larger and stronger than a typical human, Gors are covered in matted fur and have impressive horns that sprout from their sloped brows. Individually, these beastmen are tough fighters – not skilled, perhaps, but possessed of an instinctive ability to sniff out a foe's weaknesses and exploit them. However, it is when they gather in huge numbers that they become truly fearsome.

A herd of Gors radiates bestial rage, each member feeding off the collective aura of savagery and swiftly becoming drunk on its heady vapours – or sometimes on a viscous, foul-smelling brew of their own making. Thus empowered, they seek to outdo one another with the most gruesome acts of violence, using brutish, spiked axes and hacking blades to cleave their foes limb from limb or simply lowering their heads and ramming their horns straight through their victim's chest. In battle, some Gors will use a shield to turn aside incoming attacks before splitting the aggressor's skull with a slugging blow of their own.

The infamous cacophony that both precedes and accompanies a Gor onslaught is the booming dirge of the creatures' brayhorns – a sound that never fails to fill the veins of those who hear it with icy dread. Often, these instruments are carved from the corpses of those slain by the herds and etched with runes by the Great Bray-Shamans, which ensures that the blare of the horns cuts above the clangour of battle and rattles the souls of the enemy.

BESTIGORS

The strongest gor-kin in a tribe are the first to sift through the wreckage of each raid; they take the best weapons and armour from the corpses of those they have slain – or strip them from their own fallen kin. Known as Bestigors, these creatures occupy positions of great power within the herd, often acting as a bodyguard for their Beastlord. There is irony in this, for the gravest challenge to a Beastlord's dominance will almost always arise from the Bestigor ranks. Yet for as long as the Beastlord can use their strength and intimidating prowess to keep the Bestigors in line, the beastmen will smash and crush their enemies, exulting in the opportunity to prove their might.

A Bestigor's status affords them the honour of sitting closest to the herdstone during ceremonies of sacrifice and ritual feasts of man-flesh. Drinking in the fell power that radiates from this warped idol causes them to grow even more fearsome, their muscles bulging with anarchic strength and their horns growing to the length of longswords.

In battle, Bestigors fight from the front by their Beastlord's side, forming a great, armoured wedge that punches deep into the enemy's gut. They typically wield immense, two-handed axes befitting their stature as alpha killers, sweeping these great blades back and forth to send body parts flying and corpses toppling to the bloody soil. Few can recover from such a charge, and countless formations of well-armed city-dwellers have been shattered by the onslaught of these arch-despoilers.

'These hornless weaklings will be ground beneath our hooves. Their cities will be burned, their shining towers trampled into dust. Kill! Gore! Stamp and crush!'

- Lankorr Split-eye, Beastlord of the Allherd

TUSKGOR CHARIOTS

Mounted warfare is not common amongst the Beasts of Chaos, and at first sight, those few chariots fielded by the beastmen appear ramshackle constructions indeed. Yet they are sturdy enough to fulfil their purpose to deadly effect – namely, thundering across the battlefield to plunge into the enemy's ranks with devastating force, crushing warriors beneath grinding wheels and leaving broken bodies in their wake.

These war machines are pulled by Tuskgors, immensely strong and foul-tempered beasts that roam the Chaos wilds and feast upon corpses. It is no easy thing to leash such a creature. In the process, dozens of Ungors are trampled to paste by the rampaging beasts or else ripped open by the imposing fangs after which they are named. Yet, eventually, the Tuskgors must tire, and it is then that they are subdued with lash and spear and bound to the crude yoke of the chariot itself.

With crests of iron-hard horn and hulking bodies, Tuskgors make excellent living battering rams, even before one accounts for the contraption rattling behind them. A two-beastman crew rides in each chariot: a driver whose task it is to lash the Tuskgors to a frenzy and a Bestigor whose brutal axe-swings only add to the chariot's lethality when it reaches the enemy.

CENTIGORS

Muscular even by the standards of the Beasts of Chaos, Centigors make up for what they lack in wits with savage strength. Drunken revellers and louts, they appear much like Gors above the waist, though their lower halves resemble the bodies of four-legged plains-beasts. Centigors barrel across the battlefield in packs, hunting for an exposed flank or weakly defended position against which they can hurl themselves and delighting in the thunderous crunch of bone and shattered steel that accompanies each headlong charge. Thick-hafted spears exacerbate the damage of that initial assault, as do the Centigors' clawed forelimbs, which can open a man from throat to belly with one swipe.

To fire themselves up, Centigors consume copious quantities of a special brew that contains fermented blood, sulphurous liquid and a number of other esoteric ingredients plucked from the Chaos-corrupted wilds. This concoction would kill most

The blaring of brayhorns filled the air, and the forest came alive with charging bodies as the herd descended upon their prey, howling and screeching.

The Centigor Grakosh watched as the aelves span to face the ambush, spears whipping about in perfect order to impale the first Gors that bounded down the hillside, then twisted to hurl the broken bodies aside before the next throng crashed in. Even as the first rank of spearmen stood fast, the next two lines fell back, bending low as robed archers loosed arrows over their heads, each volley dropping another score of charging Gors to the ground.

Grakosh snorted and took another draught of clot-brew. The oily liquid slid down his gullet, setting fire to his throat and granting the same lurching, dizzying effect as a punch to the face. Swaying on four unsteady legs, he glanced over at Yothrok.

'Good stuff,' he drawled.

The two blurry visions of Yothrok that swam before his eyes both threw up.

The aelves were surrounded by piles of corpses, but the relentlessness of the onslaught had left their right flank exposed. Even through his bleary fug of drunkenness, Grakosh knew the moment had come. He raised his spear and bellowed a command. Yothrok put his brayhorn to his lips and issued a discordant blast, and the Centigors entered a headlong charge, roaring dire threats at the top of their lungs as they thundered forwards.

'Crush and stamp!' Grakosh hollered. 'Gore and kill!'

The aelves turned with lightning speed, but their line was thin, already battered by the Gors' repeated attacks. Arrows shot out from behind the grim-faced spearmen, and Yothrok's horn-blasts were cut short as one of the shafts sank into his eye.

Grakosh leapt high over a pair of longspears and came crashing down atop one of the aelves, caving in the wretch's ivory-coloured chestplate. He struck out wildly with his spear and felt another crunching impact, then howled as an arrow plunged deep into his flank.

A warrior in a blue-plumed war-helm charged at him, sliding beneath Grakosh's clumsy swipe and stabbing at his torso with a gleaming sword. The first blow struck the Centigor's rusted chainmail, and he barely stopped the second with the haft of his own weapon. The aelven champion pressed his blade down, his face only a few inches from Grakosh's own. The wooden length of the Centigor's spear began to splinter, and the aelf's cold eyes flashed triumphantly.

Grakosh belched in his face. The waft of acidic vapour caused the warrior to flinch, if only for a moment, and Grakosh snapped his horned head forwards, crushing the aelf's nose flat. As he reeled backwards, the Centigor finished him off with a spear-thrust through the belly. Rearing on his hind legs, Grakosh gave a drunken howl of elation and careened off in search of something else to kill.

mortals. Even other gor-kin do not dare take a draught, and not only because the Centigors would beat to a bloody pulp any creatures bold enough to steal their liquor. Yet every mouthful of the stuff seems to heighten the Centigors' reckless bravado, causing them to enter an inebriated rage that can only be sated through bloodshed.

RAZORGORS

At first glance, a Razorgor appears to resemble a monstrously oversized boar with a smattering of coarse fur and jutting tusks. Yet their flesh is so warped by the emanations of Chaos that clusters of muscle poke through their tough hide and bony spurs jut from their flanks and spine. Indeed, there have been sightings of even more hideously mutated Razorgors, ones with writhing tentacles and fanged mouths erupting from their bodies. These growths only make the Razorgor a more dangerous beast to face on the battlefield.

The gor-kin like to rile these beasts up and then drive them into the heart of the enemy's ranks, where their insatiable hunger causes utter carnage. A Razorgor can devour an armoured knight in but a few crunching gulps, and they will often seize a new meal in their jaws even as the previous one is still sliding down their throat.

SLAANGOR FIENDBLOODS

Slaangors are those rare beastmen that have sworn themselves body and soul to Slaanesh. Amongst these vile creatures, the long-limbed beasts known as Fiendbloods are considered particularly blessed by the Lord of Excess. They are rarely seen in the company of other Beasts of Chaos, for they delight in luxuries that are alien to the degenerate hosts of the wilds.

Fiendbloods like to drape themselves in sumptuous silks stolen from the temples and mansions of sacked cities, and they douse themselves in perfumes that fog the mind while heightening the senses. Occasionally, roving bands of the creatures will enter a beastherd's territory, often while questing for some wild debauch that will stir them from their state of lethargic apathy. Any gor-kin foolish enough to scorn the Fiendbloods as weakling god-worshippers are either seized between the beasts' gargantuan pincers and squeezed until their innards burst or have their flesh slowly peeled away by gilded blades. This display of sadistic brutality is usually enough to secure the Slaangors' place in the next raid.

More commonly, the creatures seek out the bacchanals of Slaanesh-worshipping slakefrays, where they are received with adoration as avatars of the Dark Prince. The Slaangor Fiendbloods inevitably find a festival of slaughter that awakens their basest urges, and they charge into battle with an ear-splitting howl of delight to the terror of their prey.

BLOODGREED BRUTES

The mightiest warriors of the greatfrays are the Bullgors, living engines of destruction that can shatter enemy ranks with a single, ruinous charge. The bloodgreed curse that boils in their veins causes them to grow increasingly violent with every foe that they tear to shreds.

BULLGORS

The bovine monstrosities called Bullgors are inheritors of an ancient malediction, born from a legacy of cannibalism and depravity. Known as the bloodgreed, this curse causes them to suffer from a constant and agonising hunger – a need that can only be temporarily sated by gorging upon raw flesh. Because of this, Bullgors are recklessly aggressive even by the standards of their own kind, always searching for new foes upon which to feast. They barrel right into the thick of combat, smashing a path through shieldwalls and lines of pikes alike. Once in amongst the enemy, they snatch up screaming foes and bite great chunks out of them.

Such terrifying behaviour inevitably means that the beastmen's foes target charging Bullgors with the full force of their killing power, riddling them with arrows or musket shot and sending forth heavy cavalry to drive the beasts back. Unfortunately for the Bullgors' prey, the creatures are all but impossible to put down when in the throes of the bloodgreed. They simply shrug off incoming missiles as they cut down the enemy with their gigantic axes, snorting and growling as their foul-smelling hides are slathered in gore.

For all their savagery, most Bullgors are superstitious creatures and look upon their herd's Great Bray-Shaman with something approaching awe. This is likely because the soothsayers have a knack for leading the Bullgors to the most bounteous feeding grounds. Such is the strength of this devotion that packs of Bullgors sometimes accompany their Bray-Shaman in battle as a form of crude honour guard, messily dismembering any foe that strays too close to their ward.

DOOMBULLS

Doombulls are the dominating alphabeasts of the Bullgor herds – taller, stronger and even more ferocious than their kin. Their bodies are broad enough to check the momentum of a charging war horse, and the grand span of their horns is greater than the height of an Ungor. They swing their two-handed axes in scything arcs to bisect multiple warriors at once, littering the earth with ruptured meat. As they kill and kill again, Doombulls rear their heads to unleash spittle-flecked roars, driving their herds to greater heights of fury.

Doombulls have risen to their lofty position in the manner typical of all alphabeasts, namely by butchering and devouring their rivals. Whenever the herd gathers for a bestial feast, a Doombull displays their might by bellowing, stomping and snorting out challenges to any Bullgors brave enough to face them. Few are foolish or bold enough to rise to this bait. Those that do are usually torn apart in short order; the horns of particularly worthy challengers are wrenched out of their skulls and attached to the Doombull's armour.

Like all of their kin, Doombulls are afflicted by the bloodgreed curse. They are content to eat the flesh of any creatures they slaughter, but they particularly savour the blood of mighty monsters and champions. They believe that such gore is redolent with power that will cause them to grow larger and mightier with each kill. Perhaps this belief is well founded; there are rumours of gargant-sized Doombulls roaming the Chaos-addled wastes, hunting the behemoths that dwell at the edges of the realms.

GHORGONS

Few warriors can face a Ghorgon's headlong charge without turning to flee. Almost non-existent are those who have stood their ground and lived to tell the tale. Colossal, four-armed monstrosities that reek of spoiled blood and rank, sour sweat, Ghorgons sniff out the largest concentrations of prey and thunder towards them on legs as thick as tree trunks. The ground trembles beneath their advance, and the beast's demented bellows echo for leagues around, setting animals to flight and filling the hearts of the most valorous champions with a primal terror. The last thing such luckless souls see is the Ghorgon's mouth, rows of yellow-brown fangs draped with scraps of rotting flesh, descending to engulf them.

These titanic creatures are thought to be malformed Bullgors – the result of thousands of years of the bloodgreed curse feeding upon itself and growing in power. It is said that all Ghorgons descend from a single progenitor tribe, a familial brood of Bullgors so twisted by their unending hunger that they turned upon each other in a cannibalistic madness. The mightiest lords of

the tribe devoured entire herds of lesser kin, decimating their own kind in a matter of years. By consuming such vast quantities of Chaos-tainted meat, these legendary beasts grew to an enormous size and became the first of the Ghorgons.

When unleashed upon an enemy army, a Ghorgon can wreak truly horrendous violence. Their upper arms end in razor-sharp hooks of solid bone, which they whip back and forth to slice their prey into bloody chunks. The Ghorgon's lower arms are equally powerful; with these, they snatch up victims and cram them – still screaming and thrashing – into their slobbering, bovine maw.

CYGORS

Cygors are another strange offshoot of the Bullgor species, though these creatures suffer from a unique curse: rather than hungering for blood and meat, they must feast upon raw magic. A cyclopean eye protrudes from the centre of a Cygor's sloping brow, entirely blind to the physical world but finely attuned to the snaking trails of arcane energy that bind the realms together. Able to pick out the souls of wizards and sorcerers as a shark scents a drop of blood in the ocean, Cygors thunder straight towards their favoured meal, snatching the ill-fated spellcaster up and biting deep into their eldritch flesh.

Beastmen preserve no history beyond the crude runes etched into the surface of their herdstones, but it is believed that Cygors first came into being at the dawn of the Age of Myth, when mighty herds of the Beasts of Chaos roamed the Mortal Realms, feeding upon primitive human, duardin and aelf tribes. Some Bullgors began to develop a taste for those mortals who possessed innate magical ability, such as hedge mages, soothsayers and sorcerers. Eventually, these creatures began to feast upon the Great Bray-Shamans of their own herds, leading to centuries of infighting.

Whether these aberrant Bullgors were driven out of their herds or were forced to search elsewhere for the energies they craved is not clear, but it appears that they ventured close to the edge of the realms, perhaps seeking the concentrations of magic that coalesced there. Gorging on this untapped power, the beasts grew massive in size, and their eyes melted and congealed into a single, blind organ that could sense only eldritch power. Thus did the Cygors come to be.

As a result of their mutation, Cygors can scent arcane energy across huge distances, and they will follow these invisible trails for countless miles to find their source. Sometimes, their search culminates at a ley line marked by crumbled ruins, each stone of which is steeped in magic. Using their shovel-like hands, Cygors will dig up one of these mystical rocks, which they then carry around with them in order to absorb its innate power. Upon sniffing out a cluster of foes – for though they lack sight, Cygors still possess other bestial senses – they will hurl this boulder with devastating force and surprising accuracy, leaving their targets smeared across the ground.

THUNDERSCORN DESTROYERS

They are the true inheritors of the storm, ancient and terrible beasts who dwell atop the highest mountains and descend only to wreak carnage upon the civilised races. They are the Dragon Ogors, and their fury has brought about the destruction of a thousand proud nations.

DRAGON OGORS

When the storm winds howl and jagged forks of lightning split the sky, the Dragon Ogors barrel down from their mountaintop lairs to vent their fury upon lesser beings. Hulking monsters with the lower bodies of quadruped draconids, they brazenly charge into their foes, trampling helpless warriors beneath their heaving mass and swinging weapons that crackle with deadly storm-magic. Incoming blows are laughed off contemptuously and answered by sweeping strikes that turn men into smoking chunks of meat. When the massacre is over, the Dragon Ogors hurtle onwards towards their next victims, as relentless and unstoppable as a raging tempest.

The strength and fury of the Dragon Ogors is legendary; indeed, the creatures' mere presence alongside a rampaging beastherd is often enough to ensure a season of successful raiding. Yet perhaps their greatest asset is their inhuman resilience, a gift of their draconic heritage. Their lower halves are covered with diamond-hard scales, capable of repelling swords, crossbow bolts and even musket balls. Their ogroid torsos are more vulnerable, but the speed with which Dragon Ogors set upon their enemies means that they rarely suffer significant injury before the foe is crushed to a pulp. Any wounds the beasts do sustain are seldom long-lasting; as the Dragon Ogors are struck by lightning, rent flesh reknits and broken bones are fused together by the energy of the tempest. Some say that, in this way, the Thunderscorn creatures can even regrow lost limbs.

As a result of this unearthly fortitude, Dragon Ogors are immortal and can only be slain in battle. But their gift is no natural boon. Never a widespread species, the Dragon Ogors once stood upon the brink of extinction and entreated the powers of Chaos to save them from their plight. This the Dark Gods did with the gift of eternal life. In exchange for their survival, the Thunderscorn tribes embraced damnation and acquiesced to serve the Ruinous Powers for evermore, which they do with grudging ferocity, massacring thousands in the process.

There are few realms that have not suffered beneath the wrath of the Dragon Ogors. In ages past, the Thunderscorn's heartlands were the heavens themselves, and they roamed throughout the mountains of Azyr, exulting in their proximity to the raging skies. It was Sigmar the God-King who drove them from their home during the Age of Myth, slaughtering whole tribes and forcing others to abandon their territories. This was a disaster of epic scale, and one that all Dragon Ogors seek to one day avenge.

Numerous ancestral weapons were scattered across the Mortal Realms during the Dragon Ogors' desperate flight, and the creatures have sought them out ever since. Entire cities have been smashed to rubble as a result of their searches. Many of these ancient relics remain unaccounted for, but a significant amount have been retrieved; these are now in the hands of Dragon Ogor warriors all too keen to turn them upon their enemies. Wrought from Azyrite metals and tempered in the blistering heat of a lightning strike, these axes, glaives and clubs may appear crude, but they possess awesome destructive power. Channelling the battle-rage of their wielder, the blades radiate such heat that they cause flesh and armour to erupt into flames, while the clubs unleash booming thunderwaves that scatter foes like leaves in the wind.

Most hated of all the Dragon Ogors' foes are the Stormcast Eternals, for these lightning-wielding warriors represent the detested God-King who keeps the Thunderscorn from their Azyrite domain. They take any opportunity to slaughter the warriors of the Stormhosts, proving their superior might by crushing sigmarite armour into a crumpled ruin.

DRAGON OGOR SHAGGOTHS

Dragon Ogor Shaggoths are giants amongst their own mighty kind. They stand atop the tallest mountain peaks, surveying the lands spread out beneath them and searching for the merest hint of civilisation – the distant speck of a Sigmarite strongpoint, perhaps, or the snaking trail of a Dawnbringer Crusade column. Should they lay eyes on any such presence, the Shaggoth's fury will erupt in a skull-shattering bellow heard for miles around. The skies themselves will tremble to witness this rage, the clouds darkening and forks of jagged lightning stabbing down from the firmament. With the crushing inevitability of an avalanche, the Dragon Ogor

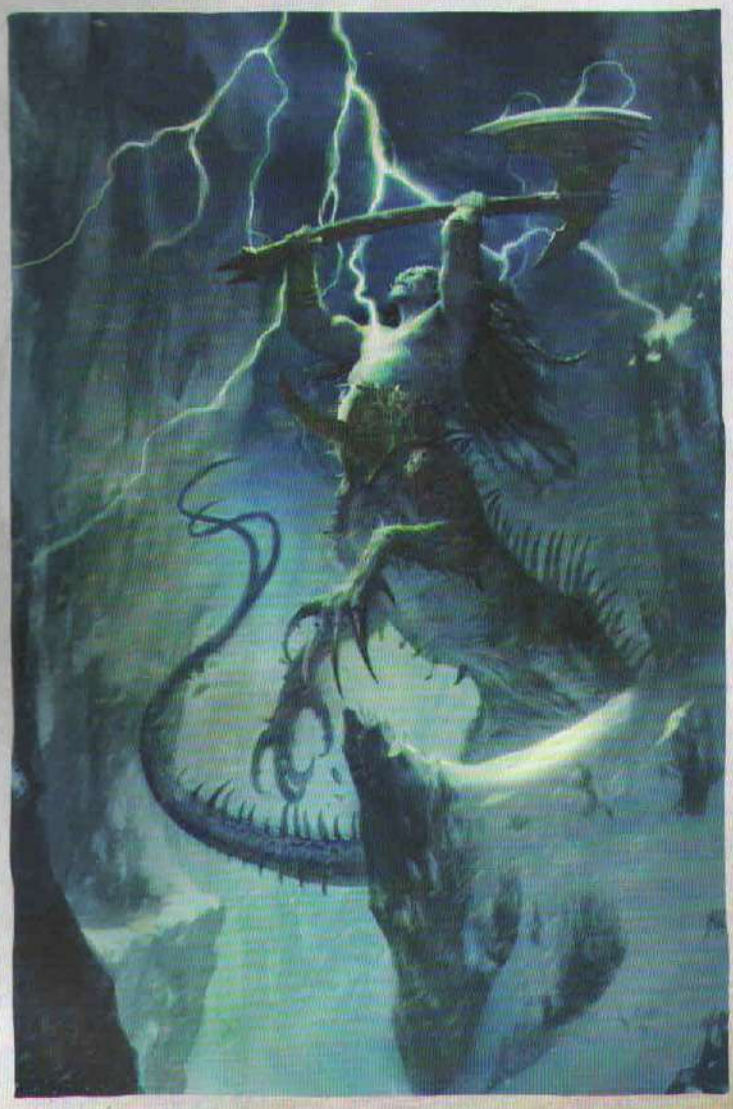
Shaggoth will descend from their lofty domain, thundering down the mountainside and making straight for their quarry.

The wise flee in the face of the terrible catastrophe hurtling towards them, but few can hope to outrun its fury. Bolder souls remain, hastily erecting what defences they can. It is never enough. Castle walls and ranks of gleaming pikes are nothing but minor impediments to a Shaggoth, which smashes through such obstructions with contemptuous ease. Men and women are tossed so high into the air that their every bone is shattered upon landing, and stones are sundered with the thunderous slam of a reptilian tail. The Shaggoth's axe – as tall as a building and infused with lethal storm energy – can effortlessly slice a Dracoth-mounted knight in two.

The immortality of Dragon Ogors does not always ensure a long life, for they can still fall in battle. Indeed, the creatures are so consumed by thoughts of warfare that violent death is a constant risk – and all too often, this end comes at the edge of a kinbeast's axe. A rare few of their kind survive century after century, growing ever more immense as the years roll by. Their claws lengthen and begin to crackle with the energies of the storm, and their voices become so deep that a simple growl can cause mountain-shaking tremors. Reverent throngs of younger Dragon Ogors gather around them, seeking to emulate the Shaggoth's thunderous fury and hoping to one day attain the same power.

It takes millennia for a Dragon Ogor to become a Shaggoth, but once a creature has reached that venerable status, almost nothing living can kill them. Their scales become nigh impenetrable, able to turn aside blades and bullets and even providing protection against blasts of a magical nature. Their scales also have another benefit. In a Shaggoth's mighty palms, conventional weapons become little more than ridiculous playthings. Rather than wield something so inadequate, the beast forges their own armaments. The Shaggoth collects the shedding scales that fall from their draconic lower torso, each of which is infused with storm-magic and as sharp as a Carnosaur's fang. In the heart of a lightning storm, these scales are fused to sheets of metal to create a titanic axe more suited to a Shaggoth's tremendous strength.

So long have the Dragon Ogor Shaggoths spent absorbing the fulminating energies of the storm that their bodies ripple with elemental power. Cyclonic winds roar and howl about them, snatching up splintered weapons and debris and whipping them through the air with eviscerating force. When their rage is at its height, a Dragon Ogor Shaggoth can tear bolts of lightning from the sky, choosing either to hurl them at their enemies or to pull their crackling strands apart and wreathe their allies in arcs of protective electricity.



CORRUPTED CREATURES

Wherever the greatfrays roam, a menagerie of unspeakable horrors follows them: creatures so thoroughly warped by the energies of Chaos that they appear to have emerged from the darkest of nightmares. These monsters heed the call of powerful alphabeasts, joining the gor-kin in bringing ruin to civilisation.

CHIMERAS

There is no greater testament to the warping effects of Chaos upon the natural world than the Chimera. This three-headed monster is a terrifying amalgamation of monstrous features, melded together by profane magic and filled with a rage beyond that of even the most ferocious animals. It soars through the skies, two immensely powerful wings holding aloft its hulking mass while six eyes scan for potential meals on the ground below. Once its prey is in its sights, the Chimera descends in a flashing blur, teeth bared and claws gleaming as its heads bellow and screech in a demented chorus.

The Chimera's strength and raking talons are enough to tear most foes to shreds, but its three heads – each acting independently – can reduce entire formations to smoking piles of carrion. The draconic head spews jets of liquid flame to turn their prey into living torches, while the leonine head rips apart those who evade the deadly heat. The avian head attacks with more precision, each jabbing strike opening a throat or punching through metal armour to shatter the bones beneath.

Alphabeasts have always seen Chimeras as symbols of power and status, for these creatures will only emerge from their warped lairs to join raids that produce enough corpses to sate their appetites. A Beastlord or Bray-Shaman who can lure a Chimera into their herd has gained a truly devastating weapon.

JABBERSLYTHES

To merely look upon a Jabberslythe is to be overcome with madness and crippling nausea, for these repulsive beings are an affront to all notions of sanity. In form, they resemble something akin to a dragon crossed with a gigantic, bloated amphibian, their warty bodies oozing pus and unspeakable slime. Even squeezing one's eyes shut is no defence, for as the foul beast draws near, its form is projected into the minds of its victims. Soldiers faced with such obscenity often attempt to claw out their eyes or simply collapse to the ground, babbling nonsense or reciting age-old nursery rhymes in a gibbering tongue.

A Jabberslythe's grotesquerie is far from its only weapon. When it sights its prey, the creature lollops across the ground haphazardly on misshapen legs, moving with terrible speed despite its various deformities. A spiked club-tail swings out to cave in the chests and skulls of the Jabberslythe's quarry, whilst filth-smeared vorpal claws tear out chunks of their flesh. Even if an enemy manages to land a telling blow, the Jabberslythe's putrid black blood will splatter all over them, dissolving them into a puddle of bubbling ooze in moments. Those who attempt to flee the carnage are horrified to see the Jabberslythe somehow take to the air on its ragged, malformed wings, lurching wildly in a series of ungainly leaps and drawing closer by the moment. When it is near enough to strike, the Jabberslythe spits out a proboscic tongue covered with sticky mucus that ensnares the hapless foe, dragging them into its maw to be devoured.

CHAOS GARGANTS

It is not uncommon for gargants to lumber into areas saturated with Chaos magic and end up gripped by corruption, the formidable strength and resilience of these titans combining with all manner of gruesome mutations. Their feet split painfully apart, cloven hooves sprouting from the ruptured flesh. Horns grow from their oversized skulls, and their simple-minded lust for violence devolves into a ferocity akin to the self-destructive rage of a rabid dog.

Grabbing whatever crude implements of destruction they can from their environment – gnarled tree trunks, boulders and the wreckage of shattered war machines are particular favourites – Chaos Gargants seek out carnage. Whenever they stumble across a battle, they wade in without hesitation, lashing out with their makeshift clubs to pulverise rows of soldiers or using their hooves to punt mounted rider and steed high into the air. Those who attempt to engage the gargant in melee are squashed flat by its ungainly rampage or stuffed into its maw and chewed to death. On occasion, a Chaos Gargant might even grab a few luckless victims and cram them into its stinking breeches to be consumed at a later date.

Though they are not true children of Chaos, these warped brutes are often found amongst the Beasts of Chaos, where their vast strength is always put to good use. Often one or more Chaos Gargants will be manacled to a herdstone, tasked with dragging the blood-smeared obelisk towards the beastmen's next hunting ground. When the time for slaughter arrives, the

gargants – usually addled out of their minds on the intoxicating blood-brews so beloved by gor-kin – are driven into battle by lash and brayhorn. Here they kick, stamp, headbutt and mangle their foes to death with wild abandon.

COCKATRICES

Strange stone statues litter certain regions of the Chaos-haunted wilderness, many of them missing limbs or even entire sections of their torsos. Those faces that have not been eroded by centuries of deadly ruin-storms and surging Chaos energy wear expressions of the utmost horror, for in their last, agonising moments, they gazed into the pitiless eyes of a Cockatrice.

These solitary monsters have winged, avian forms that taper into a serpentine tail ending in a grabbing claw. Though easily capable of disembowelling a foe with their physical strength, a Cockatrice's true, unnatural powers are channelled from within. When fixed upon a victim, their eyes blaze with warping energy. Those foolish enough to return this gaze are struck by a terrible curse and transformed into stone in an instant. Cockatrices feed upon these unfortunates, their powerful jaws snapping off great chunks of petrified flesh and gulping them down whole. Any foes who resist the creature's fell power or somehow manage to avert their eyes in time manage only to drive it into a killing fury, and they are soon shredded by raking talons or impaled upon the Cockatrice's stabbing beak.

CHAOS SPAWN

Chaos is a fickle master. For those who possess the willpower to control its entropic energies, it can grant all manner of incredible boons. Yet if one of less ironclad spirit is exposed to its mutating aura, the results can be horrific. Those Dawnbringers who boldly venture into lands steeped in corruption are familiar with the jabbering howls and insane wailing of the abominations that dwell therein – monstrously malformed beings without a shred of sanity left intact that will hurl themselves upon any living thing that strays into their domain.

These wretched entities are known as Chaos Spawn. Once, they were reasoning beings, but now they are barely sentient. As their forms twisted into grotesque configurations, their skeletons splintered apart, thrusting through muscle and skin to create spear-like protrusions, while their organs fused together or simply dribbled out of their bodies.

No two Chaos Spawn are alike, for the Ruinous Powers cannot abide uniformity. Some are little more than pulsing spheres of flesh, slick with mucus and covered in lashing tentacles. Others have absorbed the essence of animals they have consumed, causing compound eyes to sprout from their chests or chitinous claws to grow at the ends of their gangly limbs.

Many beastmen see Chaos Spawn as proof that some beings are simply too weak to perceive the true nature of Chaos, and they take great delight in the horror and revulsion they inspire in civilised foes. By contrast, amongst the Gavespawn, all such abominations are treated as holy beings, glimpses of the blessed devolution that awaits all living things. Slathered with unguents, polished skulls dangling from chains hung from their anarchic forms, they lurch alongside their Great Bray-Shamans like some hideous congregation, launching themselves upon their masters' foes in a nightmarish tide.

CHAOS WARHOUNDS

Chaos Warhounds are descended from those wolves and abandoned hunting dogs that prowled the wilds of the Mortal Realms during the Age of Chaos. As they feasted upon the corpses of heretic warriors and daemonic monsters, they were transformed into something hideously unnatural. Many bear mutations such as tentacles and horns that protrude from their broad skulls, and their eyes blaze with malevolent cruelty. They hunt not merely to feed but also to savour the terror of those who flee before them and to relish the sensation of their fangs sinking into yielding flesh. Few mortals can hope to outrun these beasts, and fewer still can fend off the frenzied attacks of an entire pack.

Chaos Warhounds are commonly found following the beastherds as they carve their destructive paths across the realms, feeding off whatever scraps of rotting meat or picked-clean bones the gor-kin leave in their wake. Lurking at the fringes of orgiastic feasts, they will sometimes be bold enough to snatch away a lone Ungor or a drunken Gor to devour at their leisure. Despite their vicious nature, Warhounds are often brought to heel by gor-kin via lash and brand. They run ahead of the beastmen as they charge into battle, seeking out isolated foes to drag to the ground and eviscerate.

TZEENTCHIAN BEASTMEN

Entire tribes of beastmen have given themselves over to Tzeentch, god of sorcery and change. Warped in body and mind, these cunning creatures make their dwellings in lands saturated with corrupting magic, periodically surging forth to seize new territories in the name of their demanding patron.

TZAANGORS

To set foot in the territories of the Tzaangors is to enter a place where reason is an alien concept and the very earth boils and shifts to the whim of Chaos. From beneath the glittering boughs of crystal forests and the cyclopean columns of age-old ruins, the avian beastmen peer at their advancing foes, eyes filled with eager malice. When the fated moment arrives, they surge forth from their illusory hiding places with a chorus of high-pitched trills and the blaring of atonal brayhorns. This aural assault fills their prey with a half-mad panic and, combined with the suddenness of the Tzaangors' strike, leaves them reeling and helpless. With glittering blades and stabbing beaks, the Tzaangors slaughter at will, each agonising death another offering to the Changer of the Ways.

All beastmen possess a certain low cunning, but those touched by Tzeentch have a particularly high opinion of their own intelligence. They look down on their kin as simple-minded animals, unable to grasp the beauty and complexity of magic and reliant upon brute force to overwhelm their prey. Tzaangors, in contrast, are masters of deception and misdirection. They attack from the cover of shimmering illusions cast by their Shamans, wielding ornate weapons and shields with a skill beyond that of a common Gor.

Tzaangors constantly obsess over the power and potential of magic, even though many of them lack the will required to fully control it. Nevertheless, they seek out places where sorcerous energies proliferate, basking in them in the hope of absorbing them into their flesh. They hoard magical weapons, pieces of armour and other trinkets, placing great piles of such treasures alongside the writhing forms of half-mutated prisoners at the foot of rune-etched herdstones. In this way, they seek to earn the favour of almighty Tzeentch, whom they venerate above all.

TZAANGOR SHAMANS

Tzaangor Shamans are the undisputed leaders of the warflocks, possessing the full might of the Change God's blessings. They are masters of mutation and magic, capable of unleashing all manner of destructive spells and curses upon their foes. The sacred tasks allotted to them by Tzeentch are twofold: to bring about the ruination of all who would interfere with his plans, and to propagate the Tzaangor race by any means possible. There are many humans who actively seek to twist their own flesh into the blessed image

of Tzeentch's avian warriors, but the numbers of the warflocks are most commonly bolstered by other, more malevolent means. For this, the Tzaangor Shamans are granted the greatest of boons – the ability to transmute other mortal beings into creatures of Chaos.

A Tzaangor Shaman's power is channelled through their Staff of Change – an eldritch relic that thrums with mutagenic energies so potent that the slightest wound can cause a foe's flesh to writhe and transform into wriggling tentacles. When the Shaman seeks to bring the full force of their power to bear, they will inflict a curse of mutation upon their foes, metamorphosing them into some unspeakable nightmare for the amusement of the Great Conspirator. The victims' skin and bones will run like candle wax to set in new configurations as cackling mouths tear open across their bodies, serenading them with a mocking chorus of insane laughter. Many of these unfortunates will rise from the glistening scraps of their former selves as Tzaangors, their minds likewise altered beyond recognition so that they embrace the Changer of the Ways as their one true saviour and master.

A Tzaangor Shaman rides into battle atop a Disc of Tzeentch, a daemon of the Change God bristling with spikes and gnashing maws that bite deep into anything that threatens their master. The Shaman often tasks the elite warriors of their warflock – the Skyfires and Enlightened – to accompany them as an honour guard, for these champions too have been blessed with the gift of a daemonic steed. Tzaangor Shamans are well attuned to the shifting tides of destiny and can sift through visions of both past and future with equal skill, sharing these morsels with their allies so that they might exploit them for their own ends.

TZAANGOR SKYFIRES

Skyfires are amongst the most revered warriors of the Tzaangor warflocks. They soar into battle atop Discs of Tzeentch, gifted unto them by the Change God as a reward for uncountable acts of bestial cruelty. They wield enormous bows crafted from the broken-down cores of magical staves and sceptres that have been imbued by a Shaman with fateful magic. With these powerful weapons, they loose hails of sparkling arrows as they wheel above the battlefield, usually gathering into small flocks to maximise their destructive potential.

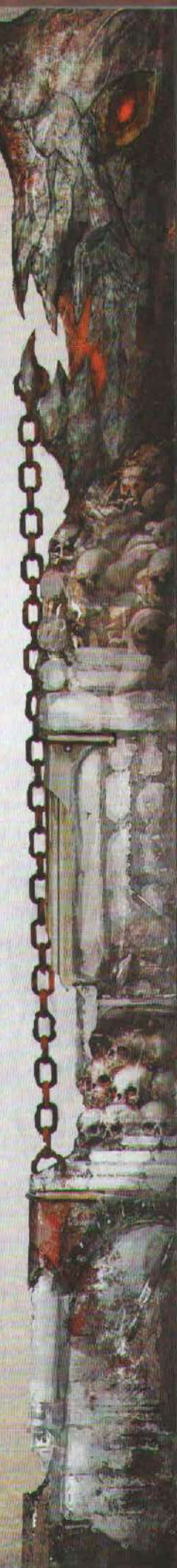
At first glance, a Skyfire's marksmanship seems erratic at best, with each missile whipping off on a seemingly errant trajectory. Yet these creatures possess a formidable sense: they are able to gaze into a kaleidoscopic morass of potential futures and glean the surest way to lay low their enemies. When combined with their mastercrafted weapons, this innate talent allows them to strike their targets with impossible accuracy. Guided by the prophetic images that flood unbidden into their minds, the Skyfires nock their arrows and wait until the predestined moment to set them upon their inevitable course. Guided by the invisible hand of destiny, these fated arrows skip from shields or are caught by sudden thermal winds, changing direction at the last moment to sink into their target's flesh.

TZAANGOR ENLIGHTENED

Whereas the Skyfires are adept at interpreting the future and weaponising it to their benefit, the Tzaangor Enlightened perceive echoes of the past all around them, fragments of memories that allow them to pinpoint the most deeply buried fears of their enemies and bring them to life on the battlefield. Descending towards their intended victim upon a shimmering Disc of Tzeentch, an Enlightened begins to shriek and babble a stream of hitherto unspoken secrets. The foe's every petty betrayal and sinful act of spite is recounted alongside horrifying truths that have long been buried deep within their soul, driving the enemy to distraction and despair. Wherever there is hatred that can be stirred up between rival warriors, the Tzaangor Enlightened takes great delight in dragging it to the surface, sometimes even causing firm allies to turn their blades upon one another.

While this psychological warfare serves well to disrupt the enemy and shatter their cohesion, it is but one tool in the arsenal of the Enlightened. Flickering images of past battles flash across the Tzaangor's vision, replaying their enemy's every move. In a few fractions of a second, the Enlightened analyses their movements, identifies misplaced blows and unbalanced strikes, and works out the most effective way to exploit their weaknesses. In but a moment, they know their foe's fighting style as intimately as if they had trained with them for decades.

Lunging forth with spears wrought from change-metal, the Enlightened duck beneath predictable blows, sway aside from poorly timed thrusts and strike at those parts of the body that the enemy leaves vulnerable. To their opponents, the experience is akin to fighting underwater against a foe that can move unimpeded. In short order, they feel the agonising burn of a spear-tip sinking into their flesh, sliding between their ribs and impaling their heart.



BESTIAL HOSTS

Welcome to the rules section of *Battletome: Beasts of Chaos*. On the following pages, you will find all of the rules you need to field your Beasts of Chaos collection and lay waste to the Mortal Realms in a rampage of anarchic bloodshed.

ARMY RULES

ALLEGIANCE ABILITIES
This section describes the allegiance abilities available to a Beasts of Chaos army. The rules for using allegiance abilities can be found in section 27.0 of the core rules.

BATTLE TRAITS
Abilities available to every unit in a Beasts of Chaos army (pg 62-63).

ENHANCEMENTS
COMMAND TRAITS
Abilities available to the general of a Beasts of Chaos army if it is a **HERO** (pg 64).

ARTEFACTS OF POWER
Artefacts available to **HEROES** in a Beasts of Chaos army (pg 65).

SPELL LORES
Spells available to **WIZARDS** in a Beasts of Chaos army (pg 66-67).

GREATFRAYS
Abilities for the four main greatfrays. These rules can be used by units in a Beasts of Chaos army that have been given the appropriate subfaction keyword by the Greatfrays battle trait (pg 68-69).

WARSCROLLS
Warscrolls for each unit and endless spell from the Beasts of Chaos faction, as well as the faction terrain warscroll for the Herdstone, are found here (pg 82-103).

PITCHED BATTLE PROFILES
This section contains Pitched Battle profiles for the units and endless spells in this battletome (pg 104).

ALLIES
This section lists the allies a Beasts of Chaos army can include (pg 104).

'Ten thousand men and women marched into that forest, intent on killing every last cloven one they could find. Hard men and women, packing enough firepower to level a Dreadhold in a single cannonade. Go look for them now, if you're so keen to wet your blade with beast-blood. Doubt the crows have finished pickin' at the corpses just yet.'

– Durghal Felshaw, Veteran Dawnbringer

• PATH TO GLORY •

This section contains rules for using your Beasts of Chaos collection in a Path to Glory campaign. It includes quests, veteran abilities and battleplans (pg 70-79).

WARSCROLL BATTALIONS

This section includes warscroll battalions that can be included in a Beasts of Chaos army (pg 75).

Designer's Note: *On this page, you will find 3 warscroll battalions. Each warscroll battalion has access to the ability presented below it.*

• MATCHED PLAY •

GRAND STRATEGIES

When fighting a matched play battle that instructs you to pick a grand strategy, you can pick a grand strategy from this section if you are using a Beasts of Chaos army (pg 80).

BATTLE TACTICS

When fighting a matched play battle that instructs you to pick battle tactics, you can pick battle tactics from this section if you are using a Beasts of Chaos army (pg 81).

ALLEGIANCE ABILITIES
BATTLE TRAITS

GREATFRAYS
Each of the greatfrays wages war in its own uniquely savage way.

You can pick 1 of the following subfactions for your army (core rules, 27.2.1). All **BEASTS OF CHAOS** units in your army gain the keyword of the subfaction you picked, and you can use the allegiance abilities for that subfaction. If a unit already has a different subfaction keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its subfaction.

- **ALLHERD** (pg 68)
- **DARKWALKERS** (pg 68)
- **GAVESPAWN** (pg 69)
- **QUAKEFRAY** (pg 69)

BEASTHERD AMBUSH
As the beasts close upon their foes, horn-blasts sound in every direction, signalling the launch of a deadly ambush.

During deployment, instead of setting up a **BEASTS OF CHAOS** unit on the battlefield, you can place it to one side and say that it is set up in ambush as a reserve unit. At the end of your first and second movement phases, you can set up any friendly reserve units that are in ambush on the battlefield, wholly within 9" of the battlefield edge and more than 9" from all enemy units. At the start of the third battle round, **BEASTS OF CHAOS** units that are still in reserve are destroyed. Add 1 to charge rolls for friendly **BEASTS OF CHAOS** units that are set up on the battlefield in the same turn.

Designer's Note: *This battle trait allows you to deploy all of the units in your army as reserve units, unless noted otherwise in the battleplan being used.*

MASTERS OF THE WILDERNESS
The wild lands of the Mortal Realms are the territory of the Beasts of Chaos, and they have dwelt in these places for longer than can be remembered.

In your hero phase, if the model picked to be your general is in reserve at the start of that phase, you receive 1 command point.

RITUALS OF RUIN

The mightiest of the beastmen worship the power of primeval Chaos, slaughtering and devouring in order to be blessed with strength or to force their opponents into throes of primal savagery.

In your hero phase, you can carry out 1 of the heroic actions from the table below with each friendly **BEASTS OF CHAOS HERO** that is on the battlefield in addition to any other heroic actions you can carry out with those **HEROES**. If you do so, before resolving the effect of that heroic action, you must allocate D3 mortal wounds that cannot be negated to that **HERO** or to another friendly **BEASTS OF CHAOS** unit within 3" of that **HERO**. If those mortal wounds slay that **HERO**, the heroic action has no effect.

In addition, in your hero phase, you can carry out 1 of the heroic actions from the table below with 1 friendly **BEASTS OF CHAOS HERO** that is in reserve. If you do so, before resolving the effect of that heroic action, you must allocate D3 mortal wounds that cannot be negated to that **HERO**. If those mortal wounds slay that **HERO**, the heroic action has no effect. If the heroic action instructs you to pick an enemy unit, you must also pick 1 point on the battlefield edge. That point is considered to be the **HERO** carrying out that heroic action for the purposes of measuring range and visibility. If the heroic action instructs you to pick a friendly unit, you must pick the **HERO** carrying out that heroic action.

The same heroic action from the table below cannot be carried out more than once per phase.

HEROIC ACTIONS

Warping Curse: Pick 1 enemy unit within 12" of the **BEASTS OF CHAOS HERO** carrying out this heroic action and visible to them. That unit suffers D6 mortal wounds.

Blood Taunt: Pick 1 enemy unit within 12" of the **BEASTS OF CHAOS HERO** carrying out this heroic action that is more than 3" from all friendly units and is visible to that **HERO**. Your opponent must make a 2D6" move with that unit. All of the models in that unit must finish that move as close as possible to the **BEASTS OF CHAOS HERO** carrying out this heroic action and more than 3" from all other units in your army.

Brand of Wild Fury: Pick 1 friendly **BEASTS OF CHAOS HERO** wholly within 12" of the **BEASTS OF CHAOS HERO** carrying out this heroic action and visible to them. Until the end of this turn, friendly **BEASTS OF CHAOS** units have a ward of 6+ while they are wholly within 12" of the **HERO** you picked.

Alphabeast Instinct: Pick 1 friendly **BEASTS OF CHAOS** unit wholly within 12" of the **BEASTS OF CHAOS HERO** carrying out this heroic action and visible to them. Do not take battleshock tests for that unit this turn.

ENHANCEMENTS

COMMAND TRAITS

ALPHABEAST INSTINCTS

BEASTS OF CHAOS HERO only.

Bestial Cunning: *Guided by predatory instincts, this general orders the herd to lie in wait and prepare to ambush the enemy.*

After deployment, you can pick 1 friendly **BEASTS OF CHAOS** reserve unit. When you set up that unit at the end of your movement phase, you can set it up anywhere on the battlefield more than 7" from all enemy units.

Propagator of Ruin: *This general seethes with anarchic power and with their every action seeks to promulgate the majesty of Chaos.*

If this general is on the battlefield and you pick them to carry out a heroic action from the Rituals of Ruin battle trait (pg 62-63), you can carry out a second different heroic action from the Rituals of Ruin battle trait with this general in that phase, and you do not have to allocate mortal wounds to this general before resolving the effect of that second heroic action.

Skullfray Gorehorn: *This creature radiates the fury of the Great Brass Bull, and nearby gor-kin seek to emulate its murderous rampages.*

While this general is within 3" of any enemy units, add 1 to the Attacks characteristic of melee weapons used by friendly **BEASTS OF CHAOS BRAYHERD** units wholly within 12" of this general.

Twistfray Cursebeast: *Dark omens are spat from the maw of this alphabeast, who aspires to draw the gaze of the Beast with Many Forms.*

Add the number of the current battle round to casting rolls for this general.

Rotfray Plaguepelt: *This agent of entropy has developed a taste for bringing the enemy low through corruption and decay.*

At the start of the combat phase, roll a dice for each enemy unit within 3" of this general. On a 2+, that unit suffers D3 mortal wounds.

Slakefray Reveller: *This alphabeast drives their bestial kin relentlessly onwards, despoiling the lands in the name of the Decadent Fiend.*

If this general is on the battlefield at the start of your movement phase, add 3" to the Move characteristic of friendly **BEASTS OF CHAOS** units that start a normal move within 6" of a terrain feature until the end of that phase.

ARTEFACTS OF POWER

ANARCHIC RELICS

Beasts of Chaos Hero only.

Slitherwrack Helm: *This war-helm was fashioned from the skull of an infamous toad dragon; its pure repulsiveness causes enemies to retch and reel, rendering them helpless in their disgust.*

After the bearer makes a charge move, pick 1 enemy unit within 1" of them and roll a dice. On a 2+, the strike-last effect applies to that unit until the end of that turn.

Brayblast Trumpet: *Carved from the bone of a Shaggoth, the thunderous blasts of this horn draw the true children of Chaos towards it.*

Once per battle, at the end of your movement phase, you can say that the bearer will sound the brayblast trumpet. If you do so, roll a dice. On a 2+, you can summon 1 unit of 10 Gors, 1 unit of 10 Ungors or 1 unit of 10 Ungor Raiders to the battlefield and add it to your army. On a 1, you can still summon 1 of the units listed, but you must do so at the end of your next movement phase instead. Set up that unit wholly within 9" of the battlefield edge and more than 9" from all enemy units.

The Knowing Eye: *This misshapen lump of flesh has an all-seeing eye at its centre that forever gazes in the direction of its quarry. The bearer knows not where the eye guides them but soon learns to trust its divinations.*

If you take the first turn in the current battle round, after the players have received their starting command points, you receive 1 command point that can only be spent during that turn to allow the bearer to issue a command. If you take the second turn in the current battle round, after the players have received their starting command points, the bearer can make a normal move of up to 6".

Axe of Morghur: *The edge of this pitted greataxe fizzes with the corruption of the Shadowgave and tears through steel, bone and arcane ward alike.*

Pick 1 of the bearer's melee weapons. Ward rolls cannot be made for wounds caused by attacks made with that weapon.

Bleating Gnarlstaff: *Infused with the warping taint of Chaos, the bestial sounds emitted by this twisted branch cause stones and plants to awaken with animalistic fury.*

At the end of your movement phase, you can pick 1 objective or terrain feature within 6" of the bearer and roll a dice. On a 2+, each unit within 6" of that objective or terrain feature suffers D3 mortal wounds. This ability has no effect on **Beasts of Chaos** units.

Blackened Talisman of Chaos: *Whenever magic is cast in the presence of this talisman, it pulses like a beating heart, greedily devouring the swirling eldritch energies.*

Each time the bearer is affected by a spell or prayer or by the abilities of an endless spell or invocation, you can roll a dice. On a 4+, ignore the effect of that spell or prayer or the effects of the abilities of that endless spell or invocation on the bearer.

SPELL LORES

LORE OF THE TWISTED WILDS

BRAYHERD WIZARD only.

Viletide: *A seemingly ceaseless wave of bile, gore and writhing insects crashes into the enemy.*

Viletide is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds and cannot receive commands until the end of that turn.

Vicious Stranglethorns: *Twisting, thorn-covered vines erupt from the undergrowth to ensnare the foe.*

Vicious Stranglethorns is a spell that has a casting value of 5 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That enemy unit cannot make pile-in moves until your next hero phase.

Primal Dominance: *Locking eyes with a mighty beast, the shaman reaches deep into its animal psyche and imprints upon it a primal fear, causing the creature to hesitate for a crucial moment.*

Primal Dominance is a spell that has a casting value of 5 and a range of 18". If successfully cast, pick 1 enemy **MONSTER** within range and visible to the caster. Until your next hero phase, that **MONSTER** counts as 1 model for the purposes of contesting objectives and cannot carry out monstrous rampages.

Tendrils of Atrophy: *Deadly coils of untamed Chaos energy wrap around the caster's enemies, rotting flesh and corroding armour.*

Tendrils of Atrophy is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. Add 1 to the damage inflicted by each successful attack made with a melee weapon that targets that unit until your next hero phase.

Wild Rampage: *The scent of violence and bloodshed spreads, sending warriors into a frenzy.*

Wild Rampage is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 friendly **BEASTS OF CHAOS** unit wholly within range and visible to the caster. Until your next hero phase, if the unmodified hit roll for an attack made with a melee weapon by that unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

Titanic Fury: *The shaman draws upon the chaotic nature of a nearby beast to imbue it with strength.*

Titanic Fury is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 friendly **BEASTS OF CHAOS MONSTER** wholly within range and visible to the caster. Until your next hero phase, add 1 to the Attacks characteristic of that **MONSTER**'s melee weapons.

LORE OF DARK STORMS

THUNDERSCORN WIZARD only.

Hailstorm: *The Shaggoth utters an ancient incantation, and the skies respond by unleashing a debilitating hailstorm.*

Hailstorm is a spell that has a casting value of 6 and a range of 21". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, halve the Move characteristic of that unit, and halve run rolls and charge rolls for that unit.

Fulgurous Blades: *Lightning crackles across the blades of those near to the caster, shocking opponents who dare to cross swords with them.*

Fulgurous Blades is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 1 friendly **BEASTS OF CHAOS** unit wholly within range and visible to the caster. Until your next hero phase, subtract 1 from the Attacks characteristic of melee weapons that target that unit (to a minimum of 1).

Thunderwave: *A blast of raw Chaos energy is released in all directions.*

Thunderwave is a spell that has a casting value of 5 and a range of 3". If successfully cast, each unit within range of the caster suffers D3 mortal wounds. This spell has no effect on **THUNDERSCORN** units.

Furious Gale: *The Shaggoth summons a sudden, roaring wind that sends incoming missiles spinning harmlessly away.*

Furious Gale is a spell that has a casting value of 6 and a range of 18". Until your next hero phase, subtract 1 from the Attacks characteristic of missile weapons used by enemy units while they are within range of the caster (to a minimum of 1).

Raging Storm: *The Shaggoth beckons arcs of lightning down to the battlefield, imbuing the Thunderscorn with renewed vigour and smiting their enemies with lethal crackling energy.*

Raging Storm is a spell that has a casting value of 8. If successfully cast, you can heal 1 wound allocated to each friendly **THUNDERSCORN** unit on the battlefield. In addition, each enemy unit on the battlefield suffers 1 mortal wound.

GREATFRAYS

ALLHERD

The Allherd is the most widespread and belligerent of all greatfrays, its numbers greater than all of its rivals combined. There is no realm bar Azyr that has not suffered under the brutal onslaughts of its beastherds, who have transformed vast tracts of land into bloodstained hunting grounds where they raid and slaughter at will.

Bestial Might: *Ferocious and formidable, the Allherd are the most numerous of all the greatfrays. Their teeming beastherds ensure that its raging stampedes continue to grow.*

At the end of the battleshock phase, you can return D3+3 slain models to each friendly **ALLHERD GOR HERD**, **ALLHERD UNGORS** and **ALLHERD UNGOR RAIDERS** unit on the battlefield.

DARKWALKERS

The mysterious Darkwalkers are apex ambushers, skulking along the hidden pathways that link the realms. Possessed of a cruel, predatory cunning, they prefer to surround their prey on all sides, cutting off any escape routes before pouncing from the shadows to butcher them wholesale.

Shadowbeasts: *None know the pathways of the Mortal Realms like the Darkwalkers. Disappearing into the shadows, they prowl unseen to outflank the enemy.*

At the end of your movement phase, you can pick 1 friendly **DARKWALKERS GOR HERD**, **DARKWALKERS UNGORS** or **DARKWALKERS UNGOR RAIDERS** unit that is wholly within 9" of the battlefield edge and say that it will slink into the shadows. If you do so, remove that unit from the battlefield and set it up again wholly within 9" of the battlefield edge and more than 9" from all enemy units.

GAVESPAWN

Truly the most depraved of the greatfrays, the Gavespawn worship Chaos in its purest form and seek to return the realms to a primordial state of anarchy. To these insane creatures, the mutated and misshapen Chaos Spawn is a thing of sacred wonder.

Gibbering Congregations: *The Gavespawn assemble congregations of loathsome Morghurite Chaos Spawn that set upon the foe in a roiling tide of madness, tentacles and fanged maws.*

You can include Gibbering Congregations in your army (pg 104).

QUAKEFRAY

Ancient destroyers risen once more to lay waste to civilisation, the Quakefray are led into battle by Cygor prophets whose bodies thrum with chaotic power. They will not cease their rampages until every last city, fortress and monument in the realms has been ground to dust beneath their hooves.

Living Idols of Ruin: *Quakefray Cygors act as inspiring icons to the lesser breeds of beastmen, and they can summon the power of Chaos to despoil the lands around them.*

Friendly **QUAKEFRAY CYGOR** units gain the **PRIEST** keyword. In addition, friendly **QUAKEFRAY CYGOR PRIESTS** know the following prayer in addition to any others that they know:

Earthshatter: *Channelling their pure, destructive fury, the Cygor causes the ground to tremble and split apart, opening great fissures that swallow their foes whole.*

Earthshatter is a prayer that has an answer value of 3 and a range of 12". If answered, pick 1 objective within range and visible to the chanter. Each unit within 6" of that objective suffers D3 mortal wounds, and, until your next hero phase, when determining the number of models in units that are contesting that objective, that number must be halved (rounding down). This prayer has no effect on **BEASTS OF CHAOS** units.

PATH TO GLORY

The following section includes rules for your Path to Glory campaign if you are using a Beasts of Chaos army.

OFFERINGS FOR THE HERDSTONE

Living sacrifices are continually fed into the fires that burn at each herdstone's base. Some of these profane monoliths have been fed so much flesh over their long existence that their rock has been replaced with throbbing muscle and blood-filled veins.

Each time an enemy unit is destroyed by an attack made with a melee weapon by a friendly **BEASTS OF CHAOS** unit, you can say that your beastherd will attempt to gather offerings from the defeated foe to sacrifice at your herdstone.

If you do so, roll a number of dice for that enemy unit as noted in the table below. Each of these rolls is called a **gathering roll**. For each 4+, an appropriate offering has been gathered from the destroyed unit and you receive 1 savagery point.

Destroyed Enemy Unit	Gathering Rolls
HERO or **MONSTER**	2D6
Wounds characteristic of 3 or more, not a **HERO** or **MONSTER**	6
Wounds characteristic of 2 or less	3

BEACON OF RUIN

As the fires of the herdstone blaze, abominations of all kinds emerge from the Chaos-twisted wilds, drawn by degenerate instinct to join the brutality.

During step 7 of the aftermath sequence, you can add new units to your order of battle using savagery points instead of glory points. Each unit you can add costs a number of savagery points as shown on the table opposite, and you can only add a unit if you have enough savagery points to pay its cost. Each time you spend a savagery point in this way, subtract 1 from your savagery points total.

At the end of the aftermath sequence, your remaining offerings are brutally devoured by your beastherd and your savagery points are reduced to 0.

Unit	Savagery Points
1 Ghorgon	10
1 Cygor	10
1 Chaos Gargant	10
3 Tzaangor Skyfires	9
3 Tzaangor Enlightened on Discs of Tzeentch	9
10 Tzaangors	9
1 Chimera	8
1 Cockatrice	8
1 Jabberslythe	8
3 Dragon Ogors	7
3 Bullgors	7
3 Tzaangor Enlightened	7
5 Centigors	6
10 Bestigors	6
10 Ungor Raiders	6
1 Tuskgor Chariot	5
10 Chaos Warhounds	5
10 Gors	5
1 Razorgor	4
10 Ungors	4
1 Chaos Spawn	4

QUESTS

When you pick a quest, you can pick from the following quests in addition to those in the Core Book.

QUEST
BAITING THE TRAP

Your Ungor scouts have discovered an enemy force that seeks to destroy your herdstone and cripple your beastherd's power. Perhaps, with a few probing raids, these fools can be lured into a rash assault – and then surrounded and massacred.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each terrain feature in enemy territory that you control.

Once you have gained 6 or more quest points, you can fight Path to Glory battles using the 'Ruinous Ambush' battleplan (pg 76-77). If you win a **major victory** when using that battleplan, you complete this quest. The rewards of completing this quest are listed in the battleplan.

QUEST
SAVAGE BOONS

Only through relentless acts of slaughter and desecration can lesser gor-kin gain the blessings of Chaos and thereby earn a taste of true power.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory**.

When you complete this quest, in the next Path to Glory battle you fight against an opponent who is using a Path to Glory army, before deployment, you can give each friendly **UNGORS** and **UNGOR RAIDERS** unit 1 veteran ability that can only be used in that battle.

QUEST
BESTIAL SUPREMACY

With every battle they fight, the Beasts of Chaos become stronger and more ferocious. When they prove their monstrous might in the eyes of Chaos, the rewards are great indeed.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and there were at least 3 friendly **BEASTS OF CHAOS** units on the battlefield at the end of the battle.

When you complete this quest, increase your savagery points by 1 for each friendly **BEASTS OF CHAOS** unit on the battlefield at the end of the battle.

QUEST
WHOLESALE SLAUGHTER

Nothing empowers a beastherd more than a terrible massacre, an orgy of slaughter so unrestrained that the herdstone's firepit is choked with butchered corpses.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and your savagery points total is 12 or more.

When you complete this quest, in the next Path to Glory battle you fight against an opponent who is using a Path to Glory army, at the end of your first movement phase, you can summon 1 unit from the table on page 71 and add it to your army. That unit must be set up wholly within 9" of the battlefield edge and more than 9" from all enemy units.

VETERAN ABILITIES

Each time a **BEASTS OF CHAOS** unit on your Path to Glory roster gains a veteran ability, you can pick from the following veteran abilities in addition to those in the Core Book.

BEASTS OF CHAOS VETERAN ABILITIES

Sacrifice Seekers: *These beasts have become proficient in seeking out the most worthy sacrifices and dragging them back to be butchered before the herdstone.*

This unit can use this veteran ability once per battle at the start of the combat phase. Until the end of that phase, you receive 1 savagery point for each enemy model slain by an attack made by this unit in addition to any savagery points received for destroying that unit.

Toughened Hides: *The leathery skin of these beastmen is unnaturally tough and can repel even the sharpest blades.*

This unit can use this veteran ability once per battle at the start of the combat phase. The first 2 wounds or mortal wounds caused to this unit in that phase are negated.

Frenetic Stampede: *Tireless and always eager for blood, this beastpack is renowned for the swiftness of their charge.*

BRAYHERD only. This unit can use this veteran ability once per battle after you make a charge roll for this unit. You can re-roll the charge roll.

Wilderness Stalkers: *These warriors fade into the shadows with unnatural speed, only to reappear at their opponent's flank.*

This unit can use this veteran ability once per battle at the end of your movement phase. Remove this unit from the battlefield and set it up again more than 9" from all enemy units.

Bestial Guile: *These creatures skulk in ambush, creeping silently through the undergrowth to close in on the enemy and take them by complete surprise.*

This unit can use this veteran ability once per battle before it is set up at the end of your movement phase using the Beastherd Ambush battle trait (pg 62). You can set up this unit on the battlefield wholly within 9" of the battlefield edge and more than 3" from all enemy units instead of more than 9" from all enemy units.

Mutative Aura: *These beastmen radiate an aura of raw Chaos energy, crippling their foes with the sheer malignancy of their presence.*

This unit can use this veteran ability once per battle at the end of the combat phase if it is within 3" of any enemy units. Roll a dice. On a 4+, each enemy unit within 3" of this unit suffers D3 mortal wounds.

TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the Core Book that corresponds to a roll of 21-42.

BEASTS OF CHAOS FACTION TERRITORIES (D66)

61 FERTILE BLOODGROUND

Many forces seem intent upon claiming this stretch of resource-rich land. This makes it a perfect territory for raiding and pillaging – one that will provide your herd with countless sacrifices.

You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 15GP] Reliable Source of Flesh: At the start of the aftermath sequence, you can increase your savagery points by 3.

62-63 NEXUS OF RUIN

This site is replete with dormant Chaos energy that is waiting to be unleashed. If enough blood is spilled here, your beastherd will be bolstered tenfold.

This territory cannot be upgraded. In step 1 of the aftermath sequence, if you won your last Path to Glory battle, you receive D3 additional glory points if you won a **minor victory** and D6 additional glory points if you won a **major victory**.

64-65 CORRUPTED REALMGATE

This malignant, swirling portal conceals secret pathways to the outer edges of the realm.

You can never have more than 1 territory of this type. Each time you upgrade a territory, reduce the cost in glory points by D3 (to a minimum of 0).

[Upgrade 15GP] Twisting Tunnels: In addition, you can make 2 exploration rolls in the aftermath sequence of each battle instead of 1.

66 TWISTING BEASTPATH

This concealed pathway within the warping wilds leads to unknown regions for you to conquer.

This territory cannot be controlled. You can pick a different territory from this table as the result of this exploration roll.

DESOLATING BEASTHERD

For as long as any can remember, the Beasts of Chaos have rampaged across the realms, gathering in teeming herds to lay waste to cities and fortresses and slaughter the inhabitants. They are true children of Chaos, and civilisation shall be reduced to ashes in their wake.

WARSCROLL BATTALION

MARAUDING BRAYHERD

Organisation:

- 1 Beastlord
- 1-3 Great Bray-Shamans
- 2-6 Bestigors or Tuskgor Chariots units in any combination
- 3-9 Gors units
- 4-12 Ungors, Ungor Raiders or Centigors units in any combination

WARSCROLL BATTALION

HUNGERING WARHERD

Organisation:

- 1 Doombull
- 3 Bullgors units
- 1-3 Cygors or Ghorgons in any combination

WARSCROLL BATTALION

THUNDERSCORN STORMHERD

Organisation:

- 1-3 Dragon Ogor Shaggoths
- 3-9 Dragon Ogors units

ABILITIES

Ferocious Despoilers: *The beastherds stampede from all directions to tear the enemy asunder. As blood begins to flow, they allow their bestial fury to build before unleashing it in a devastating burst of brutality.*

Add 1 to hit rolls for attacks made with melee weapons by units in this battalion while they are within 6" of any other units in the same battalion. In addition, once per battle, in your hero phase, you can say that you will unleash this battalion's bestial fury. If you do so, until your next hero phase, add 1 to the Attacks characteristic of melee weapons used by units in this battalion while they are within 6" of any other units in the same battalion.

BATTLEPLAN

RUINOUS AMBUSH

As a beastherd carves a swathe of bloody slaughter across the land, their enemies swiftly raise forces to oppose them. These armies are often tasked with locating and destroying the heart of the invaders' malign power: their herdstone. The Beasts of Chaos are all too aware of this; indeed, they delight in luring such forces into deadly ambushes. Harried on every flank and led astray at every twist and turn, the desperate warriors pay in blood for each step they take into the beastmen's territory. When at last they come before the herdstone, the survivors soon find themselves surrounded on all sides by braying Beasts of Chaos, eager for blood...

QUEST BATTLEPLAN

This battleplan is used with the Path to Glory battlepack in the Core Book. You can use this battleplan if one player is using a Beasts of Chaos army, has embarked on the 'Baiting the Trap' quest and has earned 6 or more quest points.

THE ARMIES

The player on the 'Baiting the Trap' quest is the **Beasts of Chaos player** and their opponent is the **invader**. The Beasts of Chaos player must use a Beasts of Chaos army.

THE BATTLEFIELD

This battle is fought in the tangled wilds at the heart of your beastherd's domain, and appropriate terrain features should be used to represent this. The Beasts of Chaos player sets up the battlefield's terrain features and must set up a Herdstone faction terrain feature in the centre of the battlefield.

FACTION TERRAIN

Only the Beasts of Chaos player sets up a faction terrain feature.

DEPLOYMENT

The invader sets up their army first, wholly within their territory. Before setting up each unit in their army, the invader must roll a dice. On a 1-3, the unit is lost in the wilds and is not set up on the battlefield. Instead, the unit is set up in reserve and will arrive as described later. If the invader has any other abilities that allow units to be set up in reserve, these abilities cannot be used.

Then, the Beasts of Chaos player sets up their army. All of their units must be set up in ambush as reserve units (see the Beastherd Ambush battle trait, pg 62).

FIRST TURN

The invader takes the first turn in the first battle round.

CLOYING MISTS

In this battle, shooting attacks cannot be made unless the attacking model is within 9" of the target. In addition, subtract 2 from charge rolls for units that attempt a charge while they are more than 9" from all enemy units.

LOST IN THE WILDS

At the end of their movement phase, the invader can roll a dice for each of their reserve units. On a 3+, that unit can be set up on the battlefield wholly within the invader's territory and more than 9" from all enemy units.

DESTROY THE HERDSTONE

Units in the invader's army treat the Herdstone as an enemy model and can attack it with melee weapons (it is not affected by spells or abilities except for those that affect terrain features). That Herdstone is considered to have a Wounds characteristic of 12 and a Save characteristic of 3+. The Herdstone is destroyed when 12 wounds have been allocated to it.

BATTLE LENGTH

The battle lasts for 5 battle rounds or until the Herdstone is destroyed.

GLORIOUS VICTORY

If the Herdstone is destroyed, the invader wins a **major victory**.

If the Herdstone has fewer than 6 wounds allocated to it at the end of the battle, the Beasts of Chaos player wins a **major victory**.

If neither player has won a **major victory**, the invader rolls a dice and adds the number of wounds allocated to the Herdstone to the roll:

- If the total is greater than 12, the invader wins a **minor victory**.
- If the total is less than 12, the Beasts of Chaos player wins a **minor victory**.
- If the total is exactly 12, the battle is a **draw**.

PATH TO GLORY REWARDS

If the Beasts of Chaos player wins a **major victory**, they complete the 'Baiting the Trap' quest, gain 10 glory points and can make 2 exploration rolls in step 6 of the aftermath sequence of the battle instead of 1.

BATTLEPLAN

DEATH TO CIVILISATION

Every beastman carries in their dark heart an ever-burning hatred for city-dwellers and their walled strongholds. There is no greater thrill for the Beasts of Chaos than to see such strongholds burn.

PATH TO GLORY BATTLEPLAN

This battleplan is used with the Path to Glory battlepack in the Core Book. You can use this battleplan if one player is using a Beasts of Chaos army.

THE ARMIES

One player is the **Beasts of Chaos player** and their opponent is the **defender**. The Beasts of Chaos player must use a Beasts of Chaos army.

After they have picked their army, the Beasts of Chaos player can pick 1 friendly **WIZARD** to know the Aura of the Anarchic Wilds spell (see later) in addition to the other spells they know.

THE BATTLEFIELD

This battle is fought in an enemy strongpoint, and appropriate terrain features should be used to represent this. The defender chooses which long edge of the battlefield is the northern edge and then sets up the battlefield's terrain features. At least 8 terrain features must be set up: at least 4 wholly within the eastern half and at least 4 wholly within the western half.

The defender then chooses which half of the battlefield will be their territory. The terrain features in that half represent the locations that the defender is trying to protect from the beastherd.

FACTION TERRAIN

The defender can set up a faction terrain feature.

DEPLOYMENT

The Beasts of Chaos player sets up their army first. All of their units must be set up in ambush as reserve units (see the Beastherd Ambush battle trait, pg 62).

Then, the defender sets up their army, wholly within their territory and more than 9" from enemy territory.

FIRST TURN

The Beasts of Chaos player takes the first turn in the first battle round.

DEFIANT DEFENDERS

At the start of their hero phase, the defender can pick up to 3 friendly units wholly within 18" of their general. Until their next hero phase, those units cannot run, retreat or attempt a charge, but the defender can add 1 to hit rolls for attacks made by those units and add 1 to save rolls for attacks that target those units.

DEATH TO CIVILISATION

At the start of their hero phase, the Beasts of Chaos player can pick 1 terrain feature wholly within the defender's territory and within 3" of a friendly unit, and they can attempt to desecrate it. If they do so, each player rolls a dice and adds the number of friendly models they have within 3" of that terrain feature to the roll. If the Beasts of Chaos player has the higher total, that terrain feature is desecrated.

AURA OF THE ANARCHIC WILDS

A site defiled by the beastherd is imbued with profane power by the shaman, creating the foundations of a new herdstone.

Aura of the Anarchic Wilds is a spell that has a casting value of 6 and a range of 3". If successfully cast, pick 1 terrain feature within range and visible to the caster

that has been desecrated. That terrain feature gains the Entropic Lodestone scenery rule (pg 103).

BATTLE LENGTH

The battle lasts for 5 battle rounds or until one player wins a **major victory**.

GLORIOUS VICTORY

The Beasts of Chaos player wins a **major victory** if all of the terrain features wholly within the defender's territory have been desecrated.

The defender wins a **major victory** if every unit in the Beasts of Chaos player's army has been destroyed.

If neither player has won a **major victory** by the end of the fifth battle round, the Beasts of Chaos player wins a **minor victory** if at least half of the terrain features wholly within the defender's territory have been desecrated, and the defender wins a **minor victory** if fewer than half of the terrain features wholly within their territory have been desecrated.

PATH TO GLORY REWARDS

If the Beasts of Chaos player wins the battle, in step 7 of the aftermath sequence, they can add 1 additional new unit to their order of battle.

MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

THE WAY OF THE BEAST

Beasts of Chaos army only.

Protect the Herdstone: When the battle ends, you complete this grand strategy if there are no enemy units within 9" of your Herdstone and your Herdstone was not affected by a rule that said you could not use the scenery rules on its warscroll during the battle.

Desecrating Brayherd: When the battle ends, you complete this grand strategy if you control 2 or more objectives and those objectives are contested by any friendly **BRAYHERD** units.

Flanking Warherd: When the battle ends, you complete this grand strategy if there are 2 or more friendly **WARHERD** units on the battlefield wholly within 9" of the battlefield edge.

Age of the Beast: When the battle ends, you complete this grand strategy if 2 or more friendly **CYGORS** or **GHORGONS** are on the battlefield and none of those units have a number of wounds allocated to them that exceeds half of their Wounds characteristic.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

HUNTERS OF THE WARPING WILDS

Beasts of Chaos army only.

In the Shadow of the Herdstone: Pick 1 enemy unit within 12" of your Herdstone. You complete this tactic if that unit is destroyed during this turn.

Bestial Wrath: You can pick this battle tactic only in your first or second turn. You complete this tactic if your general and 2 or more other friendly **BEASTS OF CHAOS** units are within 3" of any enemy units at the end of this turn.

Rampaging Beastherd: Pick 1 objective controlled by your opponent. You complete this tactic if you control that objective at the end of this turn and that objective is contested by a friendly unit that has 10 or more models.

Reduced to Savagery: Pick 1 enemy unit on the battlefield. You complete this tactic if that unit is picked as the target of a heroic action from the Rituals of Ruin battle trait (pg 62-63) and is destroyed during this turn.

Trampled to Mulch: You complete this tactic if any enemy units are destroyed during this turn by mortal wounds allocated in your charge phase.

Aid of the Wilderness: You complete this tactic if there are 2 or more friendly **BEASTS OF CHAOS** units in cover wholly outside of your territory at the end of this turn.

In the merciless society of the Beasts of Chaos, only the mightiest rise to power. These are the Beastlords, hulking killers who command through intimidation and brutality and delight in sinking their man-ripper axes into the skulls of their foes.

WARSCROLL

BEASTLORD

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Paired Man-ripper Axes	1"	5	3+	3+	-1	2

A Beastlord is armed with Paired Man-ripper Axes.

Dual Axes: *Armed with two man-ripper axes, the Beastlord rains down blows upon the foe, hacking them apart with animalistic fury.*

If the unmodified hit roll for an attack made with a melee weapon by this unit is 6, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends (do not make a wound roll or save roll).

Hatred of Heroes: *A Beastlord reserves their prodigious strength and fury for the greatest of the enemy's champions, calling upon their followers to witness and join the butchery.*

If this unit is within 3" of any enemy **Heroes**, add 1 to hit rolls and wound rolls for attacks made with melee weapons by friendly **Beasts of Chaos** units while they are wholly within 12" of this unit.

Call of Battle: *Beastlords swiftly lead their underlings towards the foe, desperate to get to grips with the enemy so that the bloodletting can begin.*

In the combat phase, when you pick this unit to fight for the first time in that phase, you can pick 1 other friendly **Brayherd** unit that is not a **Hero**, that is wholly within 12" of this unit and that has not yet fought in that phase. This unit and that other **Brayherd** unit can fight one after the other in the order of your choice.

KEYWORDS Chaos, Beasts of Chaos, Gor, Brayherd, Hero, Beastlord

The Great Bray-Shamans are the soothsayers and mystics of the beastherds. What they lack in raw strength, they make up for with a mastery of Chaos magic that can reduce a foe to a writhing mass of corrupted flesh.

WARSCROLL

GREAT BRAY-SHAMAN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fetish Staff	2"	3	3+	3+	-	2

A Great Bray-Shaman is armed with a Fetish Staff.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Infused with Bestial Vigour: *Raw Chaos energy emanates from the Bray-Shaman, amplifying the power of their rituals.*

Add 6" to the range of heroic actions from the Rituals of Ruin battle trait that you carry out with this unit.

Devolve: *Delving into the minds of their enemies, the Bray-Shaman magnifies the savage and animalistic parts of their foes' psyches until they are little more than growling beasts.*

Devolve is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, roll 3D6 before that unit makes a normal move, runs, retreats or makes a charge move. If the roll is greater than that unit's Bravery characteristic, the maximum distance of that move is halved.

KEYWORDS Chaos, Beasts of Chaos, Gor, Brayherd, Hero, Wizard, Great Bray-Shaman

Gors form the greater mass of a beastherd's fighting force. Taller and more robust than humans, these vicious warriors wield axes and pitted swords. They rely upon superior numbers and the element of surprise to overcome their foes, crushing their will to fight with sudden, devastating stampedes.

WARSCROLL
GORS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hacking Blade	1"	2	4+	3+	-	1
Paired Hacking Blades	1"	3	4+	3+	-	1

This unit is referred to as a Gor Herd. Each model in a Gor Herd is armed with 1 of the following weapon options: Hacking Blade and Beastshield; or Paired Hacking Blades. All models in the unit must be armed with the same weapon option.

SHIELD: If this unit is armed with Hacking Blades and Beastshields, it has a Save characteristic of 4+ instead of 5+.

CHAMPION: 1 model in this unit can be a Foe-render. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 10 models in this unit can be a Banner Bearer. If this unit receives the Rally command while it includes any Banner Bearers, when you roll a dice for a slain model from this unit, you can return 1 slain model to this unit on a 5+ instead of only a 6.

MUSICIAN: 1 in every 10 models in this unit can be a Brayhorn Blower. Add 1 to run rolls and charge rolls for this unit if it includes any Brayhorn Blowers.

Gor Stampede: *Gors gather in massive droves before charging their enemies, seeking to overwhelm them with superior numbers and brutish aggression.*

At the end of your charge phase, if this unit made a charge move in the same turn, you can pick 1 enemy unit within 1" of this unit that has fewer models than this unit and roll a dice. On a 3+, the strike-last effect applies to that enemy unit in the following combat phase.

KEYWORDS CHAOS, BEASTS OF CHAOS, GOR, BRAYHERD, GOR HERD

Bestigors are the strongest and fiercest of the gor-kin. Clad in stolen armour and wielding two-handed axes, they charge into the thick of the fighting, ramming enemies to the ground with their horns before delivering a brutal killing blow.

WARSCROLL
BESTIGORS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Despoiler Axe	2"	2	3+	3+	-1	1

Each model in a Bestigors unit is armed with a Despoiler Axe.

CHAMPION: 1 model in this unit can be a Gouge-horn. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 10 models in this unit can be a Banner Bearer. If this unit receives the Rally command while it includes any Banner Bearers, when you roll a dice for a slain model from this unit, you can return 1 slain model to this unit on a 5+ instead of only a 6.

MUSICIAN: 1 in every 10 models in this unit can be a Brayhorn Blower. Add 1 to run rolls and charge rolls for this unit if it includes any Brayhorn Blowers.

Despoilers: *Bestigors reserve the greatest part of their hatred for those who rally under the banners of civilisation.*

Add 1 to the Attacks characteristic of this unit's melee weapons while it is within 3" of any enemy units that received the All-out Defence command in the same phase.

Bestial Charge: *Always at the forefront of a herd, Bestigors launch themselves at their foes with unnerving speed, leaving little time for the enemy to react.*

Subtract 1 from wound rolls for attacks that target this unit if the attack was made with a missile weapon by an enemy unit that received the Unleash Hell command in the same phase.

KEYWORDS CHAOS, BEASTS OF CHAOS, BRAYHERD, BESTIGORS

The most man-like of the gor-kin, Ungors are tormented and despised by their stronger cousins. They take out their bitterness on their enemies, spitefully thrusting their shortspears into throats and bellies and darting away before the foe can retaliate.

WARSCROLL

UNGORS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnarled Shortspear	8"	1	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Pitted Blade	1"	2	4+	4+	-	1
Gnarled Shortspear	2"	1	4+	4+	-	1

Each model in an Ungors unit is armed with 1 of the following weapon options: Gnarled Shortspear; or Pitted Blade. All models in the unit must be armed with the same weapon option.

CHAMPION: 1 model in this unit can be a Halfhorn. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 10 models in this unit can be a Banner Bearer. If this unit receives the Rally command while it includes any Banner Bearers, when you roll a dice for a slain model from this unit, you can return 1 slain model to this unit on a 5+ instead of only a 6.

MUSICIAN: 1 in every 10 models in this unit can be a Brayhorn Blower. Add 1 to run rolls and charge rolls for this unit if it includes any Brayhorn Blowers.

Fleet of Hoof: *The wiry agility of the Ungors allows them to move with great speed while evading enemy attacks, making them difficult to pin down.*

In the combat phase, when you pick this unit to fight, you can say that it will evade the enemy. If you do so, this unit retreats instead of fighting.

KEYWORDS CHAOS, BEASTS OF CHAOS, BRAYHERD, UNGORS

Beneath the crimson glare of a cursed sky, the Allherd marches to war. Alongside throngs of gor-kin stride all manner of Chaos-twisted horrors, from towering Ghorgons to packs of slavering Warhounds. Woe betide the weakling defenders of civilisation, for the hour of their doom is nigh.

Many Ungors prefer to fight with shortbows, for this allows them to keep their foes at a safe distance. Skulking about on the edges of the battlefield, they riddle their quarry with hails of arrows before fading away into the wilds in search of new victims.

WARSCROLL

UNGOR RAIDERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Raider Bow	12"	2	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Jagged Shank	1"	1	5+	5+	-	1

Each model in an Ungor Raiders unit is armed with a Raider Bow and Jagged Shank.

CHAMPION: 1 model in this unit can be a Halfhorn. Add 1 to the Attacks characteristic of that model's missile weapons.

STANDARD BEARER: 1 in every 10 models in this unit can be a Banner Bearer. If this unit receives the Rally command while it includes any Banner Bearers, when you roll a dice for a slain model from this unit, you can return 1 slain model to this unit on a 5+ instead of only a 6.

MUSICIAN: 1 in every 10 models in this unit can be a Brayhorn Blower. This unit can run and still shoot later in the turn if it includes any Brayhorn Blowers.

Hidden Volley: *Ungor Raiders are capable of unleashing devastating volleys of arrows from the safety of canopies and vantage points. By the time the foe knows where the attacks are coming from, the Raiders have already moved on.*

Once per battle, at the start of your movement phase, if this unit is in reserve, you can pick a point on the battlefield edge and say that this unit will unleash a hidden volley. If you do so, this unit can shoot in that phase, but it must target the closest enemy unit to that point. If more than 1 enemy unit is tied to be the closest, you can pick which unit is the target.

KEYWORDS CHAOS, BEASTS OF CHAOS, BRAYHERD, UNGOR RAIDERS

Tuskgor Chariots are crude but fearsomely powerful war machines. Though they appear ramshackle in construction, the snorting, porcine brutes that haul them into battle are capable of wreaking terrible damage as they smash into the foe.

WARSCROLL

TUSKGOR CHARIOTS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnarled Spear	8"	1	3+	3+	-	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Despoiler Axe	2"	2	3+	3+	-1	1
Gnarled Spear	2"	1	3+	3+	-	2
Iron-hard Tusks and Hooves	1"	4	4+	3+	-	1

Each model in a Tuskgor Chariots unit is armed with a Gnarled Spear and Despoiler Axe.

MOUNT: This unit's Tuskgors are armed with Iron-hard Tusks and Hooves.

CHAMPION: If this unit has 2 or more models, 1 model in this unit can be a Charioteer Alpha. Add 1 to the Attacks characteristic of that model's melee weapons.

Tuskgor Charge: *Spurred on by merciless whipping, Tuskgor Chariots barrel headlong into their foes.*

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a number of dice equal to the unmodified charge roll for that charge move. Add 1 to each roll if that enemy unit has a Wounds characteristic of 1 or 2. For each 5+, that unit suffers 1 mortal wound.

KEYWORDS CHAOS, BEASTS OF CHAOS, BRAYHERD, TUSKGOR CHARIOTS

Drunken barbarians who love nothing more than a bloody brawl, the half-equine warriors known as Centigors charge across the battlefield in search of enemies to stomp, smash and brutalise.

WARSCROLL

CENTIGORS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gutpiercer Spear	8"	1	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Gutpiercer Spear	2"	2	3+	3+	-1	1
Clawed Forelimbs	1"	2	4+	4+	-	1

Each model in a Centigors unit is armed with a Gutpiercer Spear and Clawed Forelimbs.

CHAMPION: 1 model in this unit can be a Gorehoof. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 5 models in this unit can be a Banner Bearer. This unit can retreat and still charge later in the turn if it includes any Banner Bearers.

MUSICIAN: 1 in every 5 models in this unit can be a Brayhorn Blower. Add 1 to run rolls and charge rolls for this unit if it includes any Brayhorn Blowers.

Drunken Revelry: *Centigors glut themselves on potent brews made of fermented blood and Chaos-infused oozes that they bring from their territories, sending them into a state of drunken bravado in which they are blind to fear and pain.*

The first 2 wounds or mortal wounds caused to this unit in the combat phase are negated. In addition, if a model in this unit would flee as a result of a failed battleshock test, you can roll a dice. On a 2+, that model does not flee.

Unruly Hooligans: *Centigors careen across the battlefield, seeking out the best opportunities to indulge their love of brawling, looting and all other forms of anarchic violence.*

Add 1 to the Attacks characteristic of this unit's melee weapons while it is wholly within 9" of any objectives that you do not control.

KEYWORDS CHAOS, BEASTS OF CHAOS, BRAYHERD, CENTIGORS

WARSCROLL

RAZORGORS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Large Tusks and Hooves	1"	4	4+	3+	-	2

Each model in a Razorgors unit is armed with Large Tusks and Hooves.

Feed on Mangled Remains: *Such is the appetite and metabolism of a Razorgor that it can consume a slain warrior, armour and all, in a matter of seconds and still remain unsatisfied.*

At the end of each phase, you can heal 1 wound allocated to this unit if it is within 6" of any enemy units that have had any models slain in that phase.

Baited Charge: *Alphabeasts that wish to direct the savagery of the Razorgors against an enemy force must coax the insatiable creatures to the battleground by using weaker gor-kin as bait.*

If this unit is within 3" of any friendly **UNGORS** units at the end of your charge phase, and this unit made a charge move in the same turn, double the Attacks characteristic of this unit's melee weapons until the end of that turn.

Razorgors are mountains of twisted flesh and wiry hair possessed of a vicious fury and a bottomless appetite. They gobble their prey down in a few gulping bites, consuming flesh, metal, wood and stone alike.

KEYWORDS CHAOS, BEASTS OF CHAOS, RAZORGORS

WARSCROLL
BEASTS OF CHAOS

SLAANGOR FIENDBLOODS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Claws	2"	4	4+	3+	-1	2
Razor-sharp Claw and Gilded Weapon	2"	5	4+	3+	-1	2

Each model in a Beasts of Chaos Slaangor Fiendbloods unit is armed with Razor-sharp Claws.

CHAMPION: 1 model in this unit can be a Slake-horn. That model is armed with a Razor-sharp Claw and Gilded Weapon instead of Razor-sharp Claws.

Slaughter at Any Cost: *When stirred by the excesses of battle, Fiendbloods waste no time in hunting down their victims.*

At the end of any phase, if any wounds or mortal wounds were allocated to this unit in that phase, and this unit is more than 9" from all enemy units, this unit can move up to D6".

Obsessive Violence: *The brutal and unrelenting attacks of these beasts can overwhelm even the staunchest defence.*

Once per battle, in the combat phase, after this unit has fought for the first time in that phase, you can say that it will continue its obsessive onslaught. If you do so, this unit can fight for a second time in that phase. The strike-last effect applies to this unit when it fights for that second time.

Decadent beastmen who have devoted themselves to the pursuit of excess in all its forms, Slaangor Fiendbloods delight in slaughter and mayhem. They peel open their prey's flesh with chitinous claws, exulting in the pained cries of the dying.

KEYWORDS CHAOS, BEASTS OF CHAOS, SLAANESH, BRAYHERD, SLAANGOR FIENDBLOODS

Doombulls are the strongest and most ferocious of their kind, swollen with muscle and as broad as they are tall. They feast upon only the worthiest foes, sating their bloodgreed with the gore of champions and heroes.

WARSCROLL

DOOMBULL

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alphabeast Horns	1"	2	4+	4+	-	2
Slaughterer's Axe	2"	3	3+	3+	-1	3

A Doombull is armed with Alphabeast Horns and a Slaughterer's Axe.

Alpha Charge: *A Doombull is a living, snorting siege engine, and their headlong charge can shatter entire enemy formations.*

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that unit suffers D3 mortal wounds at the end of that phase.

Bloodgreed: *Ravenous for blood, the Doombull descends upon their foes with unbridled ferocity.*

If the unmodified hit roll for an attack made with a melee weapon by this unit is 6, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends (do not make a wound roll or save roll).

Slaughterer's Call: *A feral roar by the Doombull alerts the warherd to the scent of flesh on the wind, sending them into an attacking frenzy.*

You can use this command ability at the start of the combat phase. This unit must issue the command and the unit that receives the command must be a friendly **WARHERD** unit within 12" of an enemy unit and more than 3" from all enemy units. If you do so, you must attempt a charge with that unit.

KEYWORDS CHAOS, BEASTS OF CHAOS, BULLGOR, WARHERD, HERO, DOOMBULL

Bullgors are hulking, taurine monstrosities consumed by the need to stuff their mouths with raw flesh and blood. They are the shock troops of the greatfrays, capable of smashing their way through almost any shieldwall or line of pikes.

WARSCROLL

BULLGORS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cleaving Axe	2"	3	4+	3+	-1	2
Paired Cleaving Axes	2"	4	4+	3+	-1	2
Man-splitter Great Axe	2"	2	3+	3+	-1	3
Iron-capped Horns	1"	2	4+	4+	-	2

This unit is referred to as a Bullgor Herd. Each model in a Bullgor Herd is armed with Iron-capped Horns and 1 of the following weapon options: Paired Cleaving Axes; Cleaving Axe and Bullshield; or Man-splitter Great Axe. All models in the unit must be armed with the same weapon option.

SHIELD: If this unit is armed with Cleaving Axes and Bullshields, it has a Save characteristic of 4+ instead of 5+.

CHAMPION: 1 model in this unit can be a Bloodkine. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 3 models in this unit can be a Warherd Banner Bearer. When this unit uses its Warherd Charge ability, if it includes any Warherd Banner Bearers, you can re-roll the dice that determines whether an enemy unit suffers 1 mortal wound.

MUSICIAN: 1 in every 3 models in this unit can be a Warherd Drummer. Add 1 to charge rolls for this unit if it includes any Warherd Drummers.

Warherd Charge: *When a warherd charges, the enemy is sent flying through the air by the force of the impact.*

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a dice for each model in this unit. On a 2+, that unit suffers 1 mortal wound at the end of that phase.

Bloodgreed: *Ravenous for blood, Bullgors descend upon their foes with unbridled ferocity.*

If the unmodified hit roll for an attack made with a melee weapon by this unit is 6, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends (do not make a wound roll or save roll).

KEYWORDS CHAOS, BEASTS OF CHAOS, BULLGOR, WARHERD, BULLGOR HERD

WARSCROLL

GHORGON

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Butchering Blades	2"	✹	4+	2+	-1	3
Huge Slavering Maw	1"	2	4+	2+	-1	D6

DAMAGE TABLE			
Wounds Suffered	Move	Butchering Blades	Swallow Whole
0-6	8"	7	3
7-9	6"	6	2
10-12	5"	5	2
13+	4"	4	1

A Ghorgon is armed with Butchering Blades and a Huge Slavering Maw.

Swallow Whole: *The huge, cavernous maw of a Ghorgon can swallow a man whole – a grisly fate for any warrior.*

After this unit makes a pile-in move, you can pick a number of enemy models within 3" of this unit equal to or less than the Swallow Whole value shown on this unit's damage table, and roll a dice for each. If the roll is greater than that model's Wounds characteristic, it is slain. If an enemy model is slain by this ability, you can heal a number of wounds allocated to this unit equal to the Wounds characteristic of that slain model.

Feast on Flesh: *A wounded Ghorgon enters a ferocious, all-devouring rage, gaining strength and sustenance from the dismembered corpses they stuff into their gaping maw.*

You can carry out the Feast on Flesh monstrous rampage below with this unit instead of any other monstrous rampage you can carry out with this unit.

The terrifying, four-armed colossi known as Ghorgons are cursed with an unquenchable desire for raw meat. Even as they hack and kill with bladed forelimbs, a second pair of arms stuffs ruptured corpses and strips of flesh into the Ghorgon's drooling maw.

MONSTROUS RAMPAGE

Feast on Flesh: Improve the Rend characteristic of this unit's melee weapons by 1 until the end of the following combat phase. In addition, until the end of the following combat phase, if any enemy models are slain by attacks made by this unit, you can heal up to 3 wounds allocated to this unit after all of its attacks have been resolved.

KEYWORDS CHAOS, BEASTS OF CHAOS, BULLGOR, WARHERD, MONSTER, GHORGON

WARSCROLL

CYGOR

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Desecrated Boulder	12"	1	3+	2+	-2	✹
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Massive Horns	2"	✹	3+	2+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Desecrated Boulder	Massive Horns
0-6	8"	5	7
7-9	6"	4	6
10-12	5"	3	5
13+	4"	2	4

A Cygor is armed with a Desecrated Boulder and Massive Horns.

Consume Endless Spell: *A Cygor perceives mystic evocations as they are being formed, swallowing manifested spells as easily as the wizards that summoned them.*

You can carry out the Consume Endless Spell monstrous rampage below with this unit instead of any other monstrous rampage you can carry out with this unit.

Soul-eater: *Feeding off the swirling winds of magic, Cygors pose an incredible threat to spellcasters.*

This unit can attempt to unbind 2 spells in the enemy hero phase in the same manner as a WIZARD.

In addition, each time an enemy WIZARD within 30" of any friendly units with this ability successfully casts a spell and that spell is not unbound, the caster suffers 1 mortal wound after the effect of that spell has been resolved.

Cygors are blind to the physical world but can sense and follow the trails of magic that permeate reality. They seek out sorcerers, wizards and other beings rich in eldritch power, cramming these spellcasters into their slavering maws and feasting upon the raw magic that spills from their broken bodies.

MONSTROUS RAMPAGE

Consume Endless Spell: Pick 1 endless spell within 6" of this unit and roll 2D6. If the roll is greater than the casting value of the spell used to summon that endless spell, that endless spell is dispelled and you can heal a number of wounds allocated to this unit equal to the 2D6 roll.

KEYWORDS CHAOS, BEASTS OF CHAOS, BULLGOR, WARHERD, MONSTER, CYGOR

In the Chaos-twisted hell of the Eightpoints, a Darkoath Chieftain and his Iron Golem allies face the destructive wrath of a Cygor.

Dragon Ogor Shaggoths are ancient and powerful beings imbued with the coruscating power of the storm. When they go to war, the mountains themselves tremble and foes are hewn apart by the score.

WARSCROLL

DRAGON OGOR SHAGGOTH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crackling Bolts	12"	2D6	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Storm-forged Axe	2"	5	3+	3+	-1	2
Draconic Tail	3"	D6	3+	3+	-	2
Taloned Forelimbs	1"	4	3+	3+	-	1

A Dragon Ogor Shaggoth is armed with Crackling Bolts, a Storm-forged Axe, Draconic Tail and Taloned Forelimbs.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Scion of the Primordial Storm: *The untrammelled fury of the primordial storm flows through this creature, a fulminating power so intense that it can render malevolent sorceries harmless.*

Each time this unit is affected by a spell or the abilities of an endless spell, you can roll a dice. On a 4+, ignore the effect of that spell or the effects of that endless spell's abilities on this unit.

Beneath the Tempest: *Dark clouds gather above the battlefield, threatening to unleash the fury of the tempest.*

At the end of the combat phase, roll a dice for this unit. On a 2+, you can heal up to D3 wounds allocated to this unit. In addition, at the end of the combat phase, roll a dice for each enemy unit within 3" of any friendly units with this ability. On a 2+, that unit suffers D3 mortal wounds.

Summon Lightning: *The Shaggoth calls down a fork of eldritch lightning to empower its allies.*

Summon Lightning is a spell that has a casting value of 7 and a range of 24". If successfully cast, pick up to D3 friendly **THUNDERSCORN** units within range and visible to the caster. You can heal up to D3 wounds allocated to those units (roll separately for each unit).

KEYWORDS CHAOS, BEASTS OF CHAOS, THUNDERSCORN, HERO, MONSTER, WIZARD, DRAGON OGOR SHAGGOTH

Imposing creatures with muscular, humanoid torsos and the lower bodies of draconids, Dragon Ogors are formidable warriors. They overrun their foes with a headlong charge, lashing out with crackling storm-weapons and obliterating their enemies in a tempestuous rage.

WARSCROLL

DRAGON OGORS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm-forged Weapons	2"	5	3+	3+	-1	2
Raking Foreclaws	1"	2	4+	4+	-	1

Each model in a Dragon Ogors unit is armed with Storm-forged Weapons and Raking Foreclaws.

ELITE: Models in this unit can issue commands to their own unit.

Beneath the Tempest: *Dark clouds gather above the battlefield, threatening to unleash the fury of the tempest.*

At the end of the combat phase, roll a dice for this unit. On a 2+, you can heal up to D3 wounds allocated to this unit. In addition, at the end of the combat phase, roll a dice for each enemy unit within 3" of any friendly units with this ability. On a 2+, that unit suffers D3 mortal wounds.

Storm Rage: *Akin to a storm front, Dragon Ogors display unmatched ferocity on the charge.*

If this unit made a charge move in the same turn, if the unmodified hit roll for an attack made by this unit is 6, that attack wounds the target automatically (do not make a wound roll).

KEYWORDS CHAOS, BEASTS OF CHAOS, THUNDERSCORN, DRAGON OGORS

Lean, vicious and hideously mutated, Chaos Warhounds are products of the hellish environments in which they dwell. They are tireless pursuers that will chase their prey for hours before ripping them to bloody shreds.

WARSCROLL

CHAOS WARHOUNDS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slavering Jaws	1"	2	4+	3+	-	1

Each model in a Chaos Warhounds unit is armed with Slavering Jaws.

Outrunners of Chaos: *Packs of Chaos Warhounds close upon their prey with unnatural quickness.*

When you make a charge roll for this unit, you can change 1 of the dice in that roll to a 4.

KEYWORDS CHAOS, BEASTS OF CHAOS, CHAOS WARHOUNDS

Utterly devolved in both body and mind by the corrupting power of pure anarchy, the hideous creatures known as Chaos Spawn lurch into battle, lashing out with whip-like tendrils and scything talons in a maddened frenzy.

WARSCROLL
BEASTS OF CHAOS

CHAOS SPAWN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freakish Mutations	1"	2D6	4+	4+	-	1

A Beasts of Chaos Chaos Spawn is armed with Freakish Mutations.

Writhing Tentacles: *The bodies of these creatures are ever in flux, making them wildly unpredictable.*

If you roll a double when determining the number of attacks made by Freakish Mutations, add 1 to hit rolls and wound rolls for attacks made by this unit until the end of that phase.

Propagator of Devolution: *Chaos Spawn will mindlessly follow their beastherd into battle, striking in fits of rage, anguish and seething hatred.*

This unit can run and still charge later in the turn.

KEYWORDS CHAOS, BEASTS OF CHAOS, CHAOS SPAWN

Jabberslythes are nightmarish fusions of reptile, amphibian and insect, with sharp claws and a spiked tail that can punch through solid steel. They are so unearthly in their hideousness that to merely look upon one is to risk insanity.

WARSCROLL

JABBERSLYTHE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slythey Tongue	10"	3	3+	3+	-1	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Vorpal Claws	1"	6	3+	3+	-	1
Spiked Tail	3"	1	4+	3+	-1	D3

A Jabberslythe is armed with a Slythey Tongue, Vorpal Claws and a Spiked Tail.

Spurting Bile Blood: *Jabberslythes are filled with deadly acidic blood that can cause horrific burns to those who dare attack them.*

Roll a dice each time a wound caused by an attack made with a melee weapon is allocated to this unit. On a 4+, the attacking unit suffers 1 mortal wound.

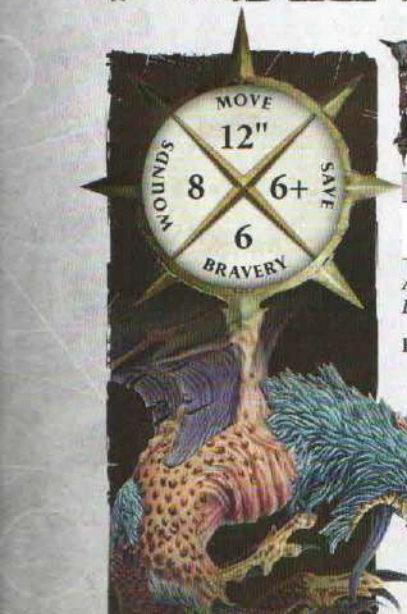
Aura of Madness: *Those who gaze upon a Jabberslythe are soon overcome by a babbling madness, rendering them easy prey for the creature.*

You can carry out the Aura of Madness monstrous rampage below with this unit instead of any other monstrous rampage you can carry out with this unit.

MONSTROUS RAMPAGE

Aura of Madness: Pick 1 enemy **HERO** within 3" of this unit and roll a dice. On a 1, nothing happens. On a 2-5, worsen the Save characteristic of that **HERO** by 1 (to a minimum of 6+) until the end of the following combat phase. On a 6, worsen the Save characteristic of that **HERO** by 2 (to a minimum of 6+) until the end of the following combat phase.

KEYWORDS CHAOS, BEASTS OF CHAOS, MONSTER, JABBERSLYTHE



A Cockatrice is a fell creature that dwells in the harshest wastelands of the Mortal Realms. Its cursed gaze can transform a foe into a screaming statue, while its raking talons and cruel beak shred flesh and muscle effortlessly.

WARSCROLL

COCKATRICE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stabbing Beak	2"	2	3+	3+	-	2
Sword-like Talons	1"	3	3+	3+	-	2

A Cockatrice is armed with a Stabbing Beak and Sword-like Talons.

FLY: This unit can fly.

Petrifying Gaze: *As a Cockatrice surges forwards, its eyes begin to glow with warping energy, transfixing foes where they stand.*

At the start of the combat phase, you can pick 1 enemy unit within 6" of this unit and roll a dice. On a 4+, that unit suffers D3 mortal wounds.

In addition, if any mortal wounds caused by this ability are allocated to a unit, until the end of that phase, only unmodified hit rolls of 6 for attacks made with melee weapons by that unit score a hit. The same unit cannot be affected by this ability more than once per phase.

Maddened Ferocity: *A Cockatrice prefers to kill swiftly and messily. When it picks its moment to strike, it falls upon its prey in a berserk frenzy.*

Double the Attacks characteristic of this unit's melee weapons if it made a charge move in the same turn.

KEYWORDS CHAOS, BEASTS OF CHAOS, COCKATRICE

WARSCROLL

CHIMERA

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Breath	12"	1	See below			
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Avian Head	1"	3	4+	3+	-1	3
Draconic Head	1"	3	4+	3+	-1	1
Leonine Head	1"	3	4+	3+	-	D6
Mauling Claws	2"	6	4+	3+	-	1

A Chimera is armed with Fiery Breath, an Avian Head, a Draconic Head, a Leonine Head and Mauling Claws.

FLY: This unit can fly.

Fiery Breath: *Whipping its draconic head back to inhale deeply, the Chimera unleashes a gout of flame at its foes.*

Do not use the attack sequence for an attack made with Fiery Breath. Instead, the target suffers D3 mortal wounds.

Thricefold Savagery: *Each head of a Chimera operates independently of the others, and though they are prone to violent disagreement as to which prey they should hunt, they are capable of working in terrifying concert.*

You can carry out the Thricefold Savagery monstrous rampage below with this unit instead of any other monstrous rampage you can carry out with this unit.

Warped and ravenous alpha-predators of the Chaos wilds, Chimeras are tri-headed abominations that descend from the skies to overwhelm their prey. Three monstrous heads rip, tear and spit streams of fire even as the beast's vicious claws maul and mutilate.

MONSTROUS RAMPAGE

Thricefold Savagery: Until the end of the following combat phase, add 1 to the Attacks characteristic of this unit's melee weapons, but all of the attacks made with this unit's melee weapons must target the same enemy unit.

KEYWORDS CHAOS, BEASTS OF CHAOS, MONSTER, CHIMERA

Mounted atop a Disc of Tzeentch, a Tzaangor Shaman is a potent agent of change. With dark magics, the Shaman will grant a boon of mutation to their foes, transforming them as they writhe and scream into a more pleasing form – that of a Tzaangor.

WARSCROLL
BEASTS OF CHAOS

TZAANGOR SHAMAN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

A Beasts of Chaos Tzaangor Shaman is armed with a Staff of Change and Ritual Dagger.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

FLY: This unit can fly.

MOUNT: This unit's Disc of Tzeentch is armed with Teeth and Horns.

Sorcerous Elixir: *Tzaangor Shamans drink strange concoctions in battle to augment their sorcerous might.*

Once per battle, in your hero phase, this unit can attempt to cast 1 extra spell. If it does so, you can add 3 to the casting roll for that spell.

Boon of Mutation: *The Shaman curses its foes with the dubious gift of Tzeentch's mutagenic power, transforming its victims into a form more pleasing to the Changer of the Ways.*

Boon of Mutation is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds.

For each model that is slain by a mortal wound caused by this spell, you can add 1 Tzaangor model that is not a Champion or Tzaangor Mutant to a friendly **TZAANGOR HOST** within 12" of the caster. Set up models that are added to a unit one at a time within 1" of the unit they are being added to. Models that are added to a unit can only be set up within 3" of an enemy unit if a model from their unit is already within 3" of that enemy unit. The models added to a unit can take it above its maximum size.

KEYWORDS CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, HERO, WIZARD, TZAANGOR SHAMAN

A Tzaangor Shaman orders their warriors to set upon the foe in a storm of spells and flashing steel, keen to seize prisoners upon whom to bestow the gift of blessed mutation – and thus expand the ranks of the change-tribes.

Tzaangor Skyfires soar across the battlefield, raining death upon the foe. Able to catch glimpses of the future, the Skyfires send their Arrows of Fate on baffling trajectories, striking their target's most vulnerable weak spots with confounding accuracy.

WARSCROLL
BEASTS OF CHAOS

TZAANGOR SKYFIRES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arrow of Fate	24"	1	4+	3+	-1	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Bow Stave	1"	2	5+	5+	-	1
Vicious Beak	1"	1	4+	3+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

Each model in a Beasts of Chaos Tzaangor Skyfires unit is armed with an Arrow of Fate, Bow Stave and Vicious Beak.

FLY: This unit can fly.

MOUNT: This unit's Discs of Tzeentch are each armed with Teeth and Horns.

CHAMPION: 1 model in this unit can be an Aviarch. Add 1 to the Attacks characteristic of that model's Arrow of Fate.

Guided by the Future: *The attacks of these warriors are directed by glimpses of the future.*

Ignore negative modifiers to hit rolls or wound rolls for attacks made with missile weapons by this unit, and ignore positive modifiers to save rolls for attacks made with missile weapons by this unit.

Judgement from Afar: *To be struck by an Arrow of Fate is to be judged by destiny itself.*

If the unmodified hit roll for an attack made with an Arrow of Fate is 6, the target suffers D3 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

KEYWORDS CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, TZAANGOR SKYFIRES

The enmity between the Tzaangor warflocks and the sky-faring Kharadron Overlords is both bitter and long-standing, and Tzeentch's beastmen take every opportunity to slaughter and maim their hated foes.

Tzaangor Enlightened are arrogant creatures, for they can see the lessons of the past as easily as mortals see daylight. They gleefully caw out the past mistakes of their enemies, unnerving them before moving in to capitalise with each blow.

WARSCROLL
BEASTS OF CHAOS

TZAANGOR ENLIGHTENED

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Spear	2"	3	4+	3+	-1	2
Vicious Beak	1"	2	4+	3+	-	1

Each model in a Beasts of Chaos Tzaangor Enlightened unit is armed with a Tzeentchian Spear and Vicious Beak.

CHAMPION: 1 model in this unit can be an Aviarch. Add 1 to the Attacks characteristic of that model's Tzeentchian Spear.

Babbling Stream of Secrets: *The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.*

In the combat phase, enemy units within 3" of any friendly units with this ability cannot receive commands.

Guided by the Past: *These warriors see at once every moment that led to the present and use this knowledge to deadly effect.*

You can add 1 to wound rolls for attacks made with melee weapons by friendly units with this ability if you are taking the second turn in the current battle round. This ability does not affect attacks made by a mount.

KEYWORDS CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, TZAANGOR ENLIGHTENED

Some Tzaangor Enlightened soar into battle atop the bladed, daemonic mounts known as Discs of Tzeentch, recounting their foes' most terrible failures and sins as they strike out with gilded spears.

WARSCROLL
BEASTS OF CHAOS

TZAANGOR ENLIGHTENED
ON DISCS OF TZEENTCH

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Spear	2"	3	4+	3+	-1	2
Vicious Beak	1"	2	4+	3+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

Each model in a Beasts of Chaos Tzaangor Enlightened on Discs of Tzeentch unit is armed with a Tzeentchian Spear and Vicious Beak.

FLY: This unit can fly.

MOUNT: This unit's Discs of Tzeentch are each armed with Teeth and Horns.

CHAMPION: 1 model in this unit can be an Aviarch. Add 1 to the Attacks characteristic of that model's Tzeentchian Spear.

Babbling Stream of Secrets: *The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.*

In the combat phase, enemy units within 3" of any friendly units with this ability cannot receive commands.

Guided by the Past: *These warriors see at once every moment that led to the present and use this knowledge to deadly effect.*

You can add 1 to wound rolls for attacks made with melee weapons by friendly units with this ability if you are taking the second turn in the current battle round. This ability does not affect attacks made by a mount.

KEYWORDS CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED ON DISCS OF TZEENTCH

Tzaangors are savage, avian beastmen dedicated to Tzeentch and gifted with his dark blessings. Eager to impress their duplicitous god, the Tzaangors fight with lunatic energies, hoping to earn further gifts of change.

WARSCROLL
BEASTS OF CHAOS

TZAANGORS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Greatblade	1"	1	4+	3+	-1	2
Savage Blade	1"	2	4+	3+	-	1
Pair of Savage Blades	1"	3	3+	3+	-	1
Vicious Beak	1"	1	4+	3+	-	1

This unit is referred to as a Beasts of Chaos Tzaangor Host. Each model in a Beasts of Chaos Tzaangor Host is armed with a Vicious Beak and 1 of the following weapon options: Savage Blade and Arcanite Shield; or Pair of Savage Blades. All models in the unit must be armed with the same weapon option. 2 in every 5 models can replace their weapon option with a Savage Greatblade.

CHAMPION: 1 model in this unit can be a Twistbray. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 10 models in this unit can be an Icon Bearer. If this unit includes any Icon Bearers, it can use the Ornate Totems ability.

MUSICIAN: 1 in every 10 models in this unit can be a Brayhorn Blower. This unit can run and still charge later in the turn if it includes any Brayhorn Blowers.

TZAANGOR MUTANT: 1 in every 5 models in this unit can be a Tzaangor Mutant armed with a Vicious Beak and Pair of Savage Blades. Add 1 to the Attacks characteristic of that model's Pair of Savage Blades.

Arcanite Shields: *These ornate shields are imbued with potent wards.*

A model that has an Arcanite Shield has a ward of 6+.

Savagery Unleashed: *Favoured by their god, these warriors unleash a flurry of attacks upon their foes.*

Add 1 to the Attacks characteristic of this unit's Vicious Beaks if it made a charge move in the same turn.

Ornate Totems: *The icons carried by the Tzaangors can steal magical power from wizards and use it to blast the enemy.*

If this unit includes any Icon Bearers, at the start of your hero phase, you can pick 1 enemy unit within 18" of this unit that is visible to it and roll 1 dice for each **WIZARD** within 9" of this unit. For each 4+, the unit you picked suffers 1 mortal wound.

KEYWORDS CHAOS, BEASTS OF CHAOS, TZAANGOR, TZEENTCH, BRAYHERD, TZAANGOR HOST

The mutated aberrations sent forth as shock troops by the Gavespawn are vile even by the standards of their kind. They are capable of spewing streams of flesh-melting corruption and inspiring a crippling madness in those who look upon them.

WARSCROLL

MORGHURITE CHAOS SPAWN

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spews of Corruption	8"	D6	3+	3+	-1	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Bizarre Mutations	1"	8	3+	3+	-	1

A Morghurite Chaos Spawn is armed with Spews of Corruption and Bizarre Mutations.

Aura of Insanity: *Those who stand in the presence of a Morghurite Chaos Spawn find themselves raking at their flesh as their body and mind slowly unravel.*

Subtract 1 from the Attacks characteristic of weapons used by enemy units while they are within 1" of this unit (to a minimum of 1).

Propagator of Devolution: *Chaos Spawn will mindlessly follow their beastherd into battle, striking in fits of rage, anguish and seething hatred.*

This unit can run and still charge later in the turn.

KEYWORDS CHAOS, BEASTS OF CHAOS, MORGHURITE CHAOS SPAWN

WARSCROLL

CHAOS GARGANT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Club	2"	✹	3+	3+	-	2
'Eadbutt	2"	1	4+	3+	-2	✹
Mighty Kick	2"	1	3+	3+	-1	D3

DAMAGE TABLE		
Wounds Suffered	Massive Club	'Eadbutt
0-5	5	4
6-7	4	3
8-9	3	2
10+	2	1

A Chaos Gargant is armed with a Massive Club, 'Eadbutt and Mighty Kick.

Timber!: *A dying gargant is a weapon of ruin in its own right, though it is anyone's guess where – and on whom – their body will fall.*

If this model is slain, before removing the model from the battlefield, the players must roll off. The winner picks a point on the battlefield 3" from the slain model. Each unit within 2" of that point that is not a **GARGANT** or **MEGA-GARGANT** suffers D3 mortal wounds. The slain model is then removed from the battlefield.

Stuff 'Em In Me Bag: *Gargants are known to grab hapless warriors and stuff them screaming into their bags 'for later'.*

After this unit makes a pile-in move, pick 1 enemy model within 3" of it and roll a dice. If the roll is at least double that model's Wounds characteristic, it is slain.

Whipped into a Frenzy: *The leaders of a beastherd often goad gargants so as to send them into a berserk rage.*

At the start of the combat phase, if this unit is within 6" of any friendly **BEASTS OF CHAOS HEROES**, add 1 to the Attacks characteristic of this unit's melee weapons until the end of that phase.

Aura of Foulness: *Chaos Gargants project an aura of chaotic energy that appears to seep from their skin, tainting any who approach with ruinous corruption.*

Subtract 1 from save rolls for enemy units within 3" of any friendly units with this ability.

Lumbering, living totems of corruption, Chaos Gargants combine the formidable strength of their kind with all manner of gruesome mutations. Swinging crude weapons and hollering at the top of their lungs, they throw themselves into the thick of battle, stomping and crushing their foes beneath their cloven hooves.

KEYWORDS CHAOS, BEASTS OF CHAOS, GARGANT, MONSTER, CHAOS GARGANT

A prophet of ruin and the leader of the Despoilers, an infamous pack of cruel-hearted raiders, the Great Bray-Shaman known as Grashrak Fellhoof wields the savage power of Chaos to lay waste to his enemies.

WARSCROLL

GRASHRAK FELLHOOF

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Obsidian Blade	1"	3	3+	3+	-1	2

Grashrak Fellhoof is armed with an Obsidian Blade.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Infused with Bestial Vigour: *Raw Chaos energy emanates from the Bray-Shaman, amplifying the power of their rituals.*

Add 6" to the range of heroic actions from the Rituals of Ruin battle trait that you carry out with this unit.

Savage Bolt: *Seething energy crashes into the enemy, tearing at their flesh and driving them from their feet.*

Savage Bolt is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds. In addition, add 1 to hit rolls for attacks made with melee weapons that target that unit until your next hero phase.

KEYWORDS CHAOS, BEASTS OF CHAOS, GOR, BRAYHERD, ALLHERD, HERO, WIZARD, GREAT BRAY-SHAMAN, GRASHRAK FELLHOOF

Grashrak's Despoilers are a motley collection of gor-kin, hand-picked by the Bray-Shaman for their cruel cunning. They fear Fellhoof more than any foe and will sacrifice life and limb to protect their master.

WARSCROLL

GRASHRAK'S DESPOILERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shortbow	12"	2	4+	4+	-	1
Shortspear	8"	1	5+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Ripper Axe	1"	3	3+	3+	-1	2
Shortspear	2"	2	5+	4+	-	1
Flint Weapon	1"	2	5+	5+	-	1

The models in Grashrak's Despoilers are Draknar, Murghoth Half-horn, Korsh 'the Sneak', Ushkor and Gnarl. Draknar is armed with a Ripper Axe. Murghoth Half-horn and Korsh 'the Sneak' are each armed with a Shortspear. Ushkor and Gnarl are each armed with a Shortbow and Flint Weapon.

Grashrak's Savage Herd: *Grashrak Fellhoof commands his band of gor-kin through fear and cruelty.*

Before you allocate a wound or mortal wound to a friendly GRASHRAK FELLHOOF within 3" of this unit, or instead of making a ward roll for a wound or mortal wound that would be allocated to a friendly GRASHRAK FELLHOOF within 3" of this unit, roll a dice. On a 4+, that wound or mortal wound must be allocated to this unit instead of GRASHRAK FELLHOOF.

Violent Despoilers: *Grashrak's gor-kin leave a trail of wanton destruction in their wake, for they hate the trappings of civilisation with a bestial vehemence.*

Add 1 to hit rolls for attacks made by this unit if it is wholly outside of your territory.

KEYWORDS CHAOS, BEASTS OF CHAOS, GOR, BRAYHERD, ALLHERD, GRASHRAK'S DESPOILERS

ENDLESS SPELL WARSCROLL

RAVENING DIREFLOCK

The spectral crows of a Ravening Direflock are harbingers of doom, filling the minds of those who hear their piercing caws with an inescapable sense of dread. They circle over the battlefield, harrying those who try to flee the carnage.

PARTS: This endless spell has 3 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 12". If successfully cast, set up the parts of the endless spell within 3" of each other, wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations.

Only **BEASTS OF CHAOS WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly. The parts of this endless spell must remain within 3" of each other.

Harbingers of Dark Omens: *Those who hear the cawing of these fell creatures experience terrifying visions of their own impending doom.*

Models cannot issue the Rally or Inspiring Presence commands while they are within 6" of this endless spell. This ability has no effect on **BEASTS OF CHAOS** units.

The Stalking Shadow: *A Ravening Direflock casts a doom-filled shadow onto the battlefield below, stirring panic in those that find themselves beneath its encroaching torment.*

Roll a dice each time an enemy model issues a command within 6" of this endless spell. On a 5+, that command is not received (the command ability still counts as having been used) and the command point that was spent to issue that command is lost.

ENDLESS SPELL WARSCROLL

DOOMBLAST DIRGEHORN

Wrought from coalesced Chaos energies, the Doomblast Dirgehorn emits an unending, dolorous blast that drowns out all thought. The howling cacophony strips those in earshot of their sanity and reduces skilled warriors to fumbling fools.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 12". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations.

Only **BEASTS OF CHAOS WIZARDS** can attempt to summon this endless spell.

Booming Cacophony: *In the terrible blasting of the Dirgehorn can be heard the bestial growls of a thousand beastherds, a discomposing sound that grows ever louder until it reverberates across the entire battlefield.*

When this endless spell is set up, its range is 6". At the start of each subsequent battle round, its range is increased by 6". Subtract 1 from wound rolls for attacks made by units within range of any endless spells with this ability. This ability has no effect on **BEASTS OF CHAOS** units.

Designer's Note: *If this endless spell is removed from play, the next time it is set up, its range resets to 6".*

Wildfire Tauruses are summoned from the fires of the largest herdstones. They take the shape of gargantuan flaming bulls, stampeding through massed ranks of armoured warriors, setting flesh ablaze and flattening those not consumed in the conflagration.

ENDLESS SPELL WARSCROLL

WILDFIRE TAURUS

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 6". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations.

Only **BEASTS OF CHAOS WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 12" and can fly.

Whirlwind of Destruction: *Warriors are sent sprawling, set aflame and trampled underhoof as the Wildfire Taurus charges headlong through their ranks.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across and for each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers D3 mortal wounds. In addition, the strike-last effect applies to units within 3" of this endless spell. This ability has no effect on **BEASTS OF CHAOS** units.

Herdstones are the sites at which the Beasts of Chaos carry out their savage rituals. Wrought from the Chaos-infused substance of the realms, from them spills the corruptive taint of the anarchic wilds to bleed freely into the land.

FACTION TERRAIN WARSCROLL

HERDSTONE

FACTION TERRAIN: Only Beasts of Chaos armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

IMPASSABLE: You cannot move a model over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

Entropic Lodestone: *As the corrupting influence of the herdstone spreads, buildings, armour and other trappings of civilisation begin to crumble to dust, allowing even the crude weapons of the Beasts of Chaos to cut through their defences with ease.*

From the start of the second battle round, improve the Rend characteristic of melee weapons used by friendly **BEASTS OF CHAOS** units on the battlefield by 1.

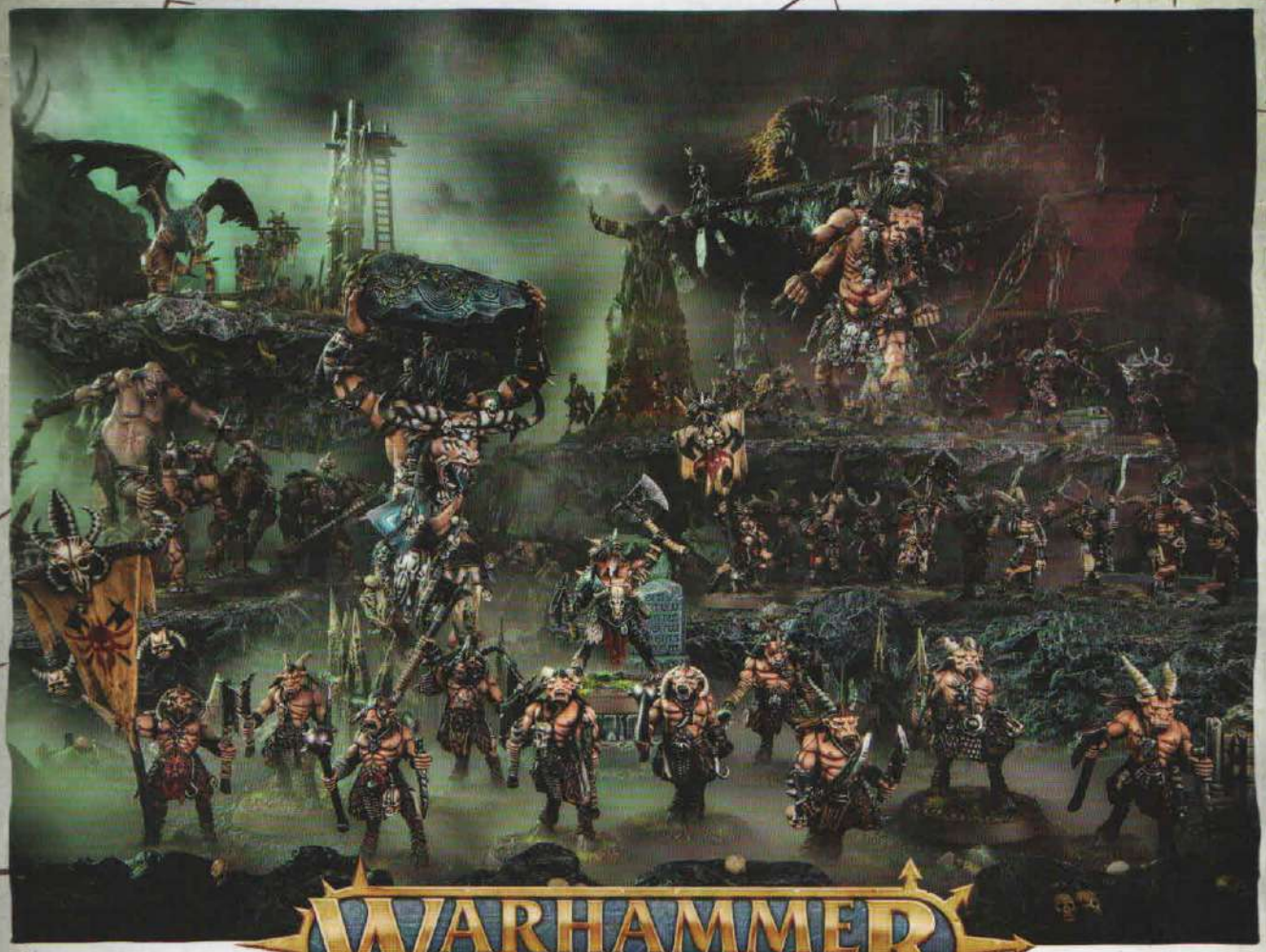
From the start of the fourth battle round, improve the Rend characteristic of melee weapons used by friendly **BEASTS OF CHAOS** units on the battlefield by 2 instead of 1.

PITCHED BATTLE PROFILES

The tables below contain the Pitched Battle profiles for all of the warscrolls in this battletome and a list of allies that can be taken in a Beasts of Chaos army. See section 25.0 of the core rules for further information about Pitched Battle profiles and allied units. Updated February 2023.

BEASTS OF CHAOS				
WARSCROLL	**UNIT SIZE**	**POINTS**	**BATTLEFIELD ROLE**	**NOTES**
Gors	10	110	Battleline	
Morghurite Chaos Spawn (Gibbering Congregation)	1		Battleline	Single. Can only be included in a Gavespawn army. These units must be taken as a set referred to as a Gibbering Congregation. Although taken as a set, each is a separate unit.
Morghurite Chaos Spawn (Gibbering Congregation)	1	230	Battleline	
Morghurite Chaos Spawn (Gibbering Congregation)	1		Battleline	
Ungors	10	80	Battleline	
Chaos Gargant	1	145	Behemoth	Single
Chimera	1	185	Behemoth	Single
Cygor	1	210	Behemoth	Single. Battleline in a Quakefray army
Ghorgon	1	240	Behemoth	Single. Battleline in a Quakefray army
Jabberslythe	1	160	Behemoth	Single
Beastlord	1	145	Leader	Single
Beasts of Chaos Tzaangor Shaman	1	115	Leader	Single
Doombull	1	160	Leader	Single
Dragon Ogor Shaggoth	1	275	Leader	Single
Grashrak Fellhoof	1	180	Leader	Single. Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Grashrak's Despoilers	5			
Great Bray-Shaman	1	95	Leader	Single
Beasts of Chaos Chaos Spawn	1	65		Single. Battleline in a Gavespawn army
Beasts of Chaos Slaangor Fiendbloods	3	130		
Beasts of Chaos Tzaangor Enlightened	3	165		
Beasts of Chaos Tzaangor Enlightened on Discs of Tzeentch	3	215		
Beasts of Chaos Tzaangor Skyfires	3	210		
Beasts of Chaos Tzaangors	10	170		
Bestigors	10	220		Battleline if general is a Beastlord or Great Bray-Shaman
Bullgors	3	195		Battleline if general is a Doombull
Centigors	5	170		Battleline if general is a Great Bray-Shaman
Chaos Warhounds	10	110		
Cockatrice	1	105		Single
Dragon Ogors	3	225		Battleline if general is a Dragon Ogor Shaggoth
Razorgors	1	65		
Tuskgor Chariots	1	95		
Ungor Raiders	10	115		For each Ungors unit included in your army, you can take 1 Ungor Raiders unit as a Battleline unit.
Doomblast Dirgehorn	-	*30*	*Endless Spell*	
Ravening Direflock	-	*40*	*Endless Spell*	
Wildfire Taurus	-	*70*	*Endless Spell*	
Herdstone	-	*0*	*Faction Terrain Feature*	

FACTION	ALLIES
Beasts of Chaos	Slaves to Darkness



WARHAMMER AGE OF SIGMAR

CHAOS BATTLETOME

BEASTS OF CHAOS

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